NINTENDO • GENESIS • TURBOGRAFX-16 • SEGA • ATARI • GAME BOY • LYNX

GAMEPRO™

An IDG Communications Publication

CD ROM Games!

Once You Get Your Hands on These Babies, There's No Going Back! See Pg. 20

Sneak Peek!

You Get to See It First. Mega Man for the Game Boy!

18 Pages of New Game Reviews!

Déjà Vu • Magician
Gremlins 2 • DJ Boy
Super Star Soldier
Mickey Mouse

Japan's CD Hit!

Check Out the Amazing Valis III

February 1991
$3.95 Canada $4.95 UK £2.50
02
0 71896 46655 3

REMEMBER WHEN

MOMMY TOLD YOU NOT TO

PLAY WITH FIRE?

MAYBE YOU SHOULD HAVE LISTENED.

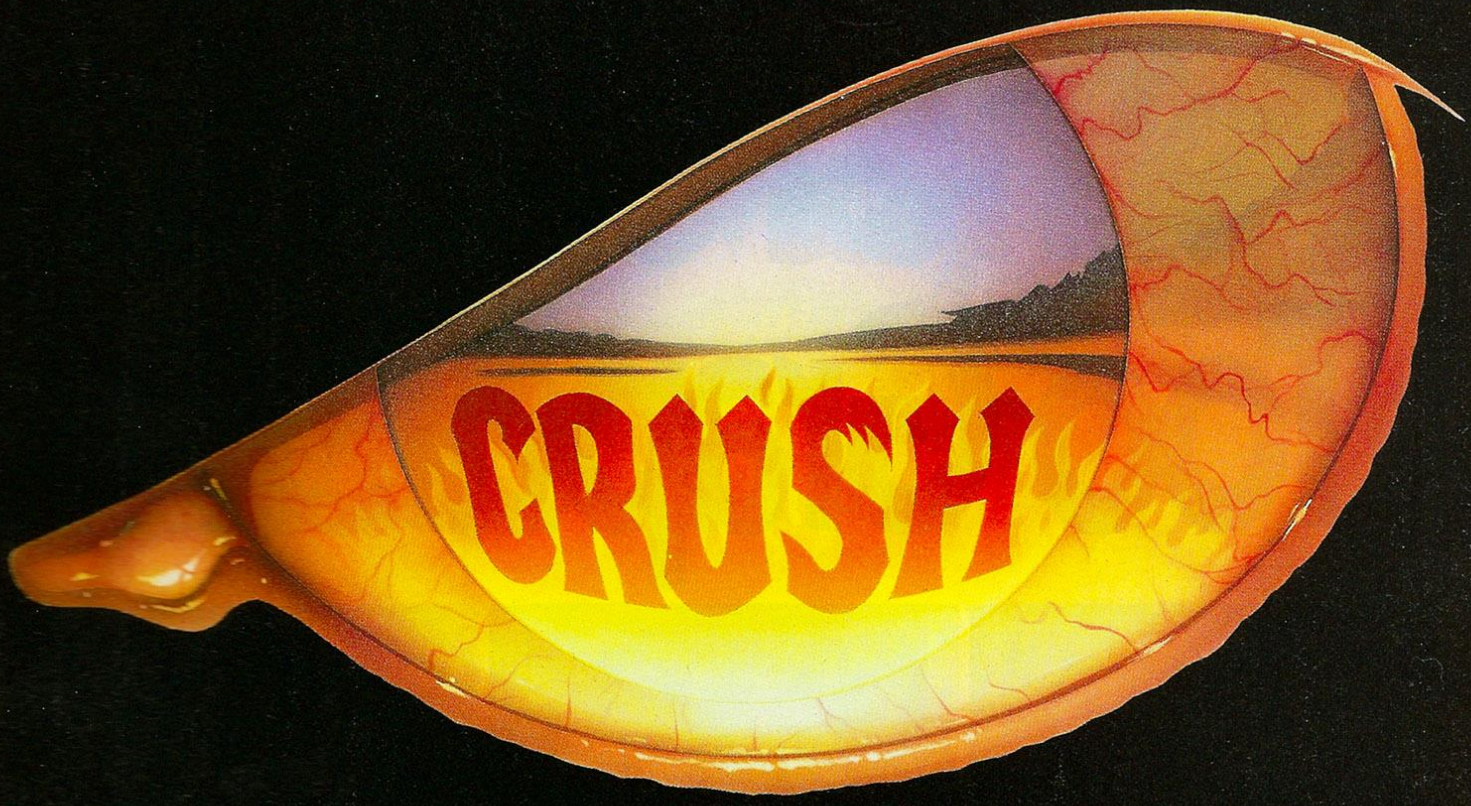
She'll say, "If you play Devil's Crush video pinball in the underworld, you'll get horribly burned."

And you will.

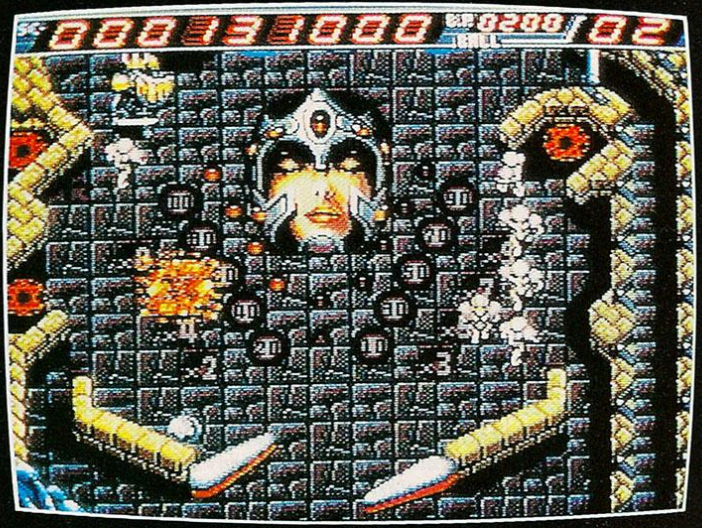
You'll probably get fried many times while locked in immortal battle with the Devil's elite guards. The dragons will roast you. The skeletons will toast you. The sorcerers will plan a barbecue around you.

But you'll have to flip your way past all of them to fight the ultimate Armageddon with the Devil himself.

The big Kahuna awaits.



This happy skeleton keeps an eye on you and laughs like a demonic clown when you die.

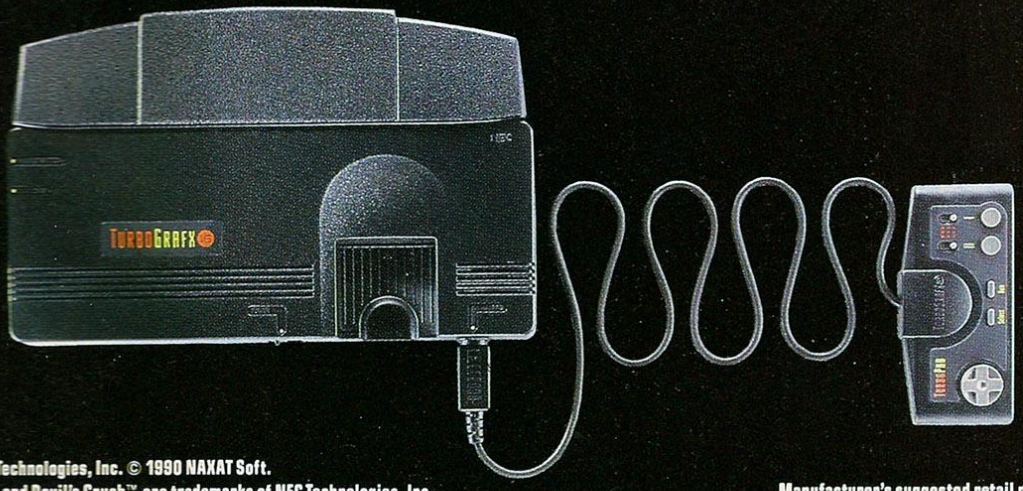


There she is. The She Giant. So beautiful when she sleeps. Such an evil skag when she awakens.

Could this be the evil skag prophesied in an earlier caption?

The 5-headed dragon spits fire and brimstone at your pinballs.

The robed-ones can help you focus your rage.



TURBO 16 GRAFX

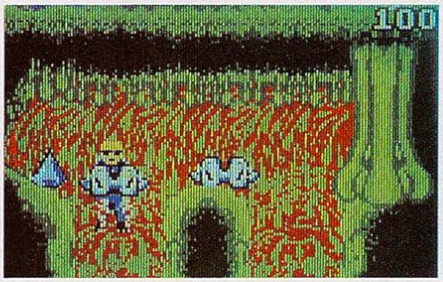
NEC

© 1990 NEC Technologies, Inc. © 1990 NAXAT Soft.
TurboGrafx™ and Devil's Crush™ are trademarks of NEC Technologies, Inc.

Manufacturer's suggested retail price for the TurboGrafx-16 system is $159.99.

The Following Too Graphic For

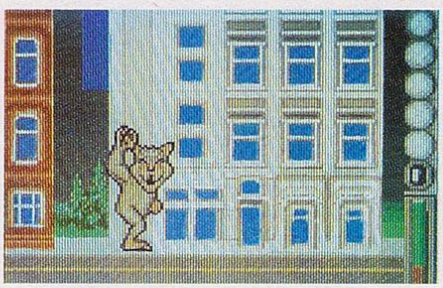
Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING.**



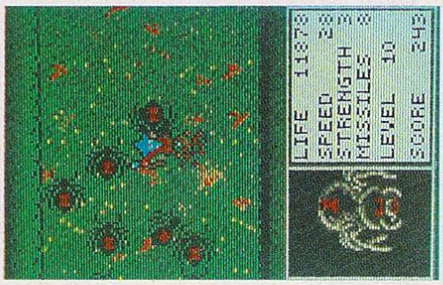
After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game – **SLIME WORLD.**

RYGAR, *the 2 player arcade hit that pits you against ferocious beasts, hideous demons or worse, your best friend.*

PAPERBOY. *Fling papers at non-subscribers, race your bicycle on people's lawns— in other words, the ultimate afterschool job.*



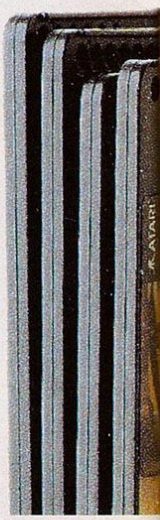
RAMPAGE. *Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.*



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET.**

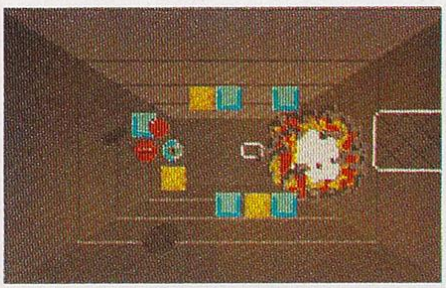
Warm up the brain cells. Condition those fingers. Break out the antacid. The new Lynx cartridges are here. Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.

And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system. With its totally unique 16 bit graphics engine,

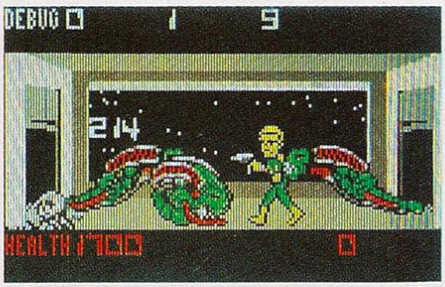


Blue Lightning, Slime World, Zarlor Mercenary™ Epyx, Inc. Xenophobe, Rampage™ Bally Manufacturing Co. Klax, Paperboy, Gauntlet, Road Blaster™

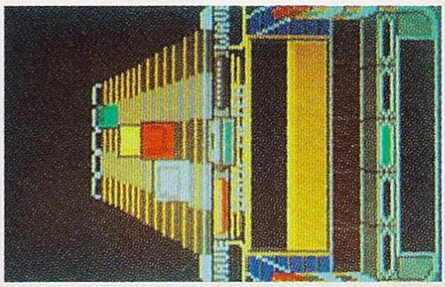
Scenes May Be Adults.



ROBO SQUASH. *The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out.*



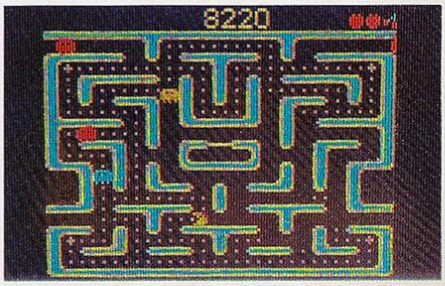
XENOPHOBE. *Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players.*



KLAX. *Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.*

ROAD BLASTER. *Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.*

It's a galactic shoot out between you and aliens in the 4 player game **ZARLOR MERCENARY.** *Your only hope is to kill them all or break for lunch.*



Help **MS. PACMAN** *escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels.*

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

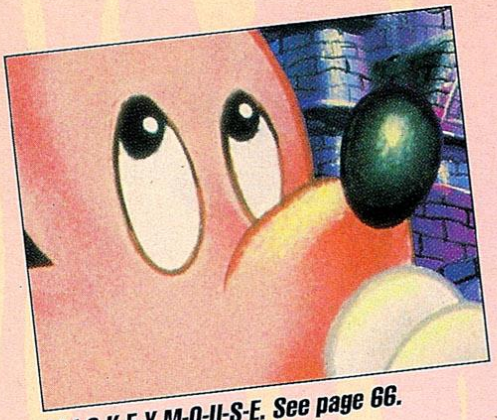
So if you don't already own a Lynx, you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.

ATARI LYNX™

Atari Games Corporation. Ms. Pac-Man™ Namco, Ltd. Rygar™ Tecmo, Ltd. Atari, the Atari logo, Robo Squash, Lynx™ or ®™ Atari Corporation, Copyright 1990.



M-I-C-K-E-Y M-O-U-S-E. See page 66.

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Genesis: *Mickey Mouse: Castle of Illusion and D.J. Boy.*

TurboGrafx-16: *Sinistron and Super Star Soldier.*

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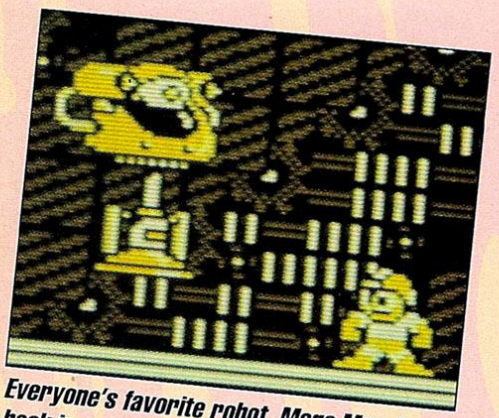
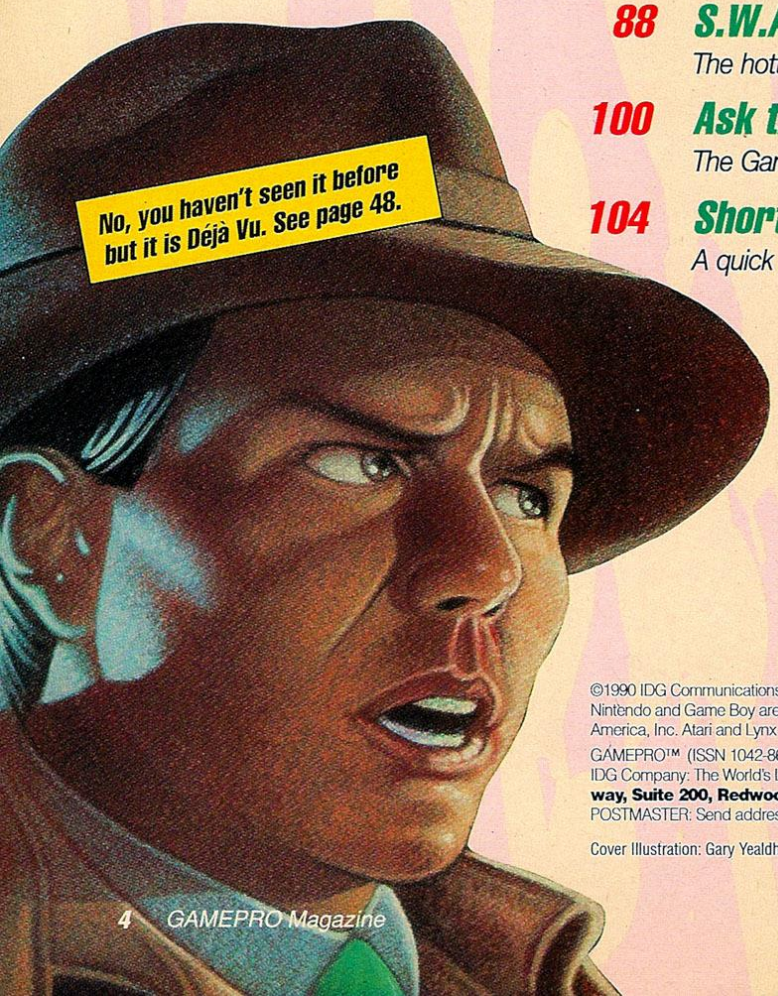


Everyone's favorite robot, Mega Man, is back in an all new Game Boy adventure. See page 78.



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Cover Illustration: Gary Yealdhall

QIX®

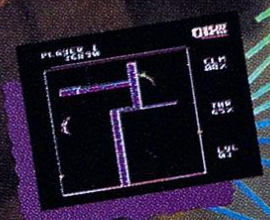
YOUR MIND IS YOUR ONLY WEAPON™

Some call it contagious.

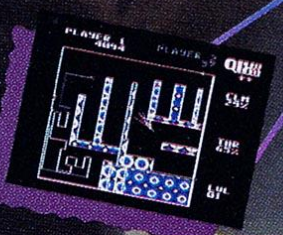
Others say it's outrageous.

Only one thing is for sure...

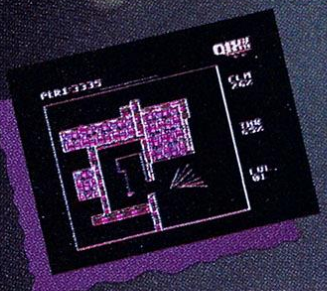
IT'S OUT OF CONTROL!



When confronted by two QIX, your best bet is to divide and conquer.



The more intricate the trap you devise, the more points you can score.



Create one of over 9 billion different configurations to trap QIX.

Neutralize QIX and its mutant offspring of Sparx™ and Spritz™ or suffer the ultimate mental anguish: Total breakdown!

- Countless levels of escalating intensity to shatter your nerves
- Stunning sound effects to rattle your brain
- Practice mode to sharpen your mental dexterity
- Sophisticated action for 1 or 2 players

THE ORIGINAL ARCADE HIT!

Licensed by Nintendo for play on the Nintendo Entertainment System®

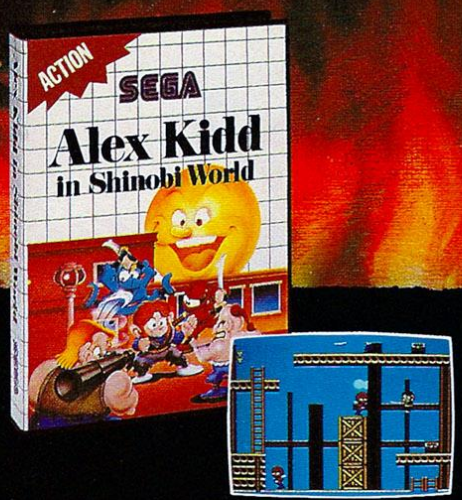
Official Nintendo Seal of Quality

TAITO™
THE ONLY GAME IN TOWN.™

Taito, 390 Holbrook Drive, Wheeling, IL 60090. Taito® QIX® Sparx,™ Spritz,™ and Your Mind Is Your Only Weapon™ are trademarks of Taito America Corporation. Taito ©1990. All rights reserved. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. ©1990 Nintendo of America Inc.

JUST ARRIVED!

HOT NEW FOR YOUR SEGA

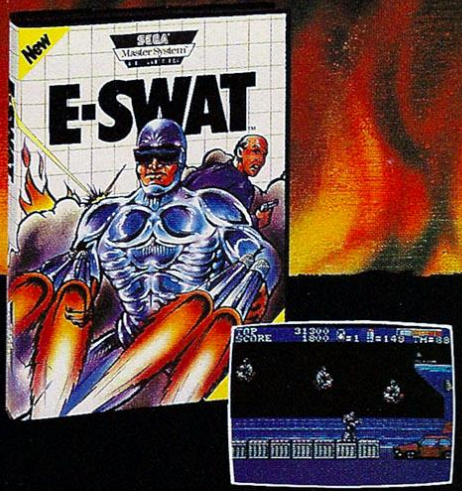


Alex Kidd in Shinobi World™

This is the toughest challenge yet for Alex. It will take cunning and skill to do battle with the dreaded Ninja Warriors. Battle your way through four levels and overcome countless enemies before you finally confront the evil Dark Ninja.

Aerial Assault™

Blast your way through five missions as you pilot a 21st century Assault Fighter. It takes some fancy flying and even fancier shooting, to wipe out all the N.A.C. invaders before they take over the planet. Buckle up for safety and start firing.

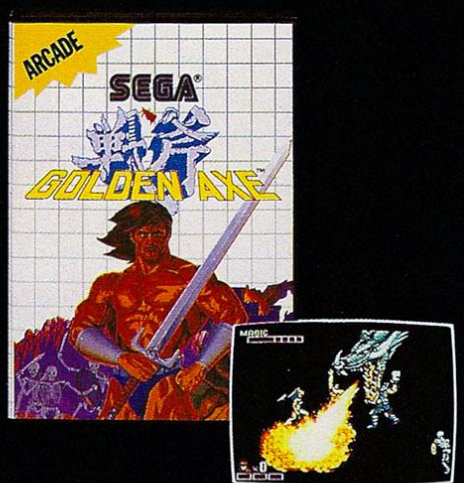


E-SWAT™

Stay glued to your weapons through five grueling levels. You have the ultra-tech armor and weapons for the job. The question is, do you have the guts for the challenge?

Psycho Fox™

Ever heard of a fox that saved the world? What about the one that can transform into other animals, overcome countless obstacles and defeat the evil Madfox Daimyojin? Don't look at us, you have to play the game to understand what we're talking about.



Golden Axe™

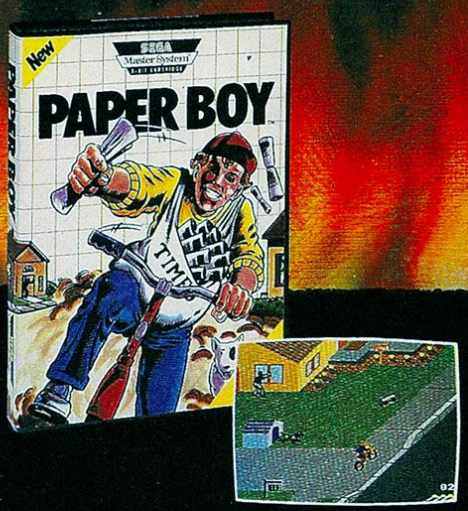
One of the greatest arcade games of all time is now available for the Master System. Battle your way through five levels of endless bandits on your way to recover the Golden Axe. Not recommended for the weak of heart.

Dead Angle™

Step back into the 30's, when the mob was more than something you read about in books. Target practice was never like this. Shoot your way through six levels of pistol packing thugs as you clean up the streets and save your girl Jane.

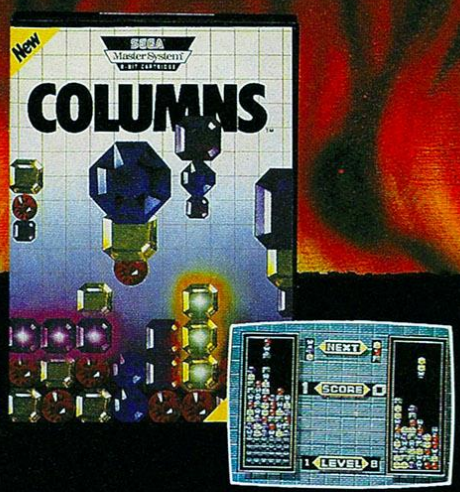
AVAILABLE AT YOUR LOCAL VIDEO GAME

TITLES
MASTER SYSTEM™



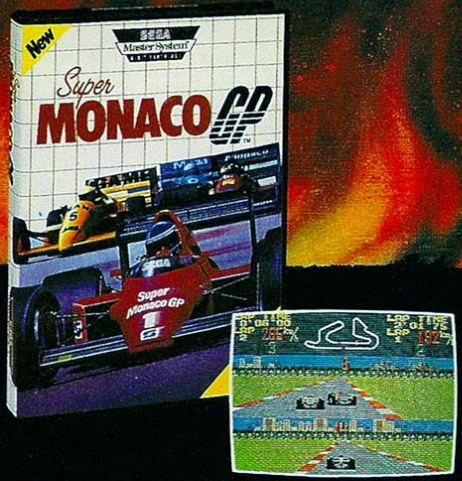
Paperboy™

You are the new neighborhood paperboy. Sounds easy enough. Watch out for the breakdancer, a dog or two, construction workers, an occasional lawn mower or baby carriage. Nothing to it…Just another day in the neighborhood.



Columns™

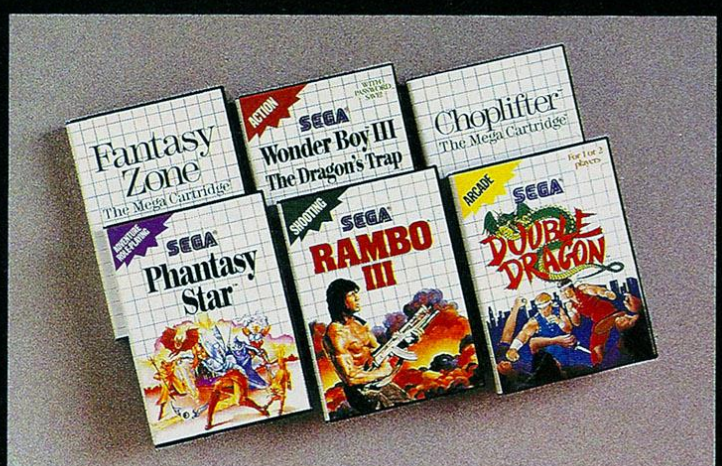
This mesmerizing game of skill and chance, will test your ability as you manipulate a king's ransom in glittering jewels as they appear on your screen. The better you get the faster the jewels will fall. It's guaranteed to challenge your mind, not just your trigger finger.



Super Monaco GP™

Fly up the long straightaways, and downshift into the neck-wrenching hairpin curves. This game sends you around 16 of the most demanding tracks on earth in the hottest racecar ever built, the Formula 1. Start your engine, and put the pedal to the metal.

ALSO AVAILABLE



- Double Dragon™
- California Games™
- Choplifter™
- Fantasy Zone™
- Black Belt™
- Alex Kidd in Miracle World™
- Wonder Boy III™
- Reggie Jackson Baseball™
- R-Type™
- Phantasy Star™
- Rambo III™
- Ghostbusters™
- Outrun™
- After Burner™

COMING SOON

- Joe Montana Football™
- Pat Riley Basketball™
- James Buster Douglas Knockout Boxing™
- Michael Jackson's Moonwalker™

SEGA®
Master System™
8-BIT CARTRIDGE

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All other games are trademarks of Sega of America, Inc.

RETAILER OR CALL 1-800-USA-SEGA

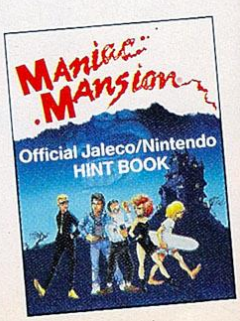
Welcome to Maniac Mansion! Heh-heh-heh-heh!!!

Once you go in, you may never come out!

The weirdest house on the block!

"Dr. Fred should chill out."

A game of life or death.

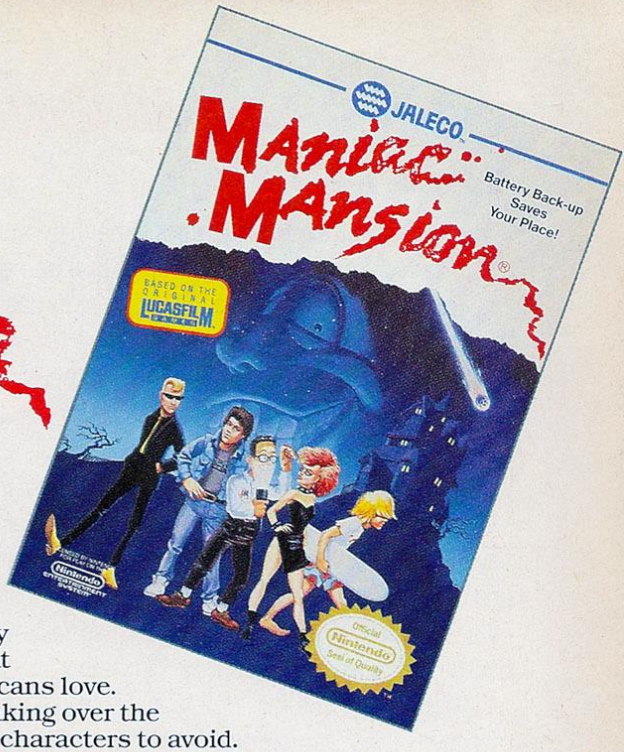


Watch the Maniac Mansion TV Show on The Family Channel

Official Nintendo Seal of Quality

Maniac Mansion®

JALECO™



Why is there a chainsaw in the kitchen?

And a scalpel-wielding doctor with an attitude? And a cheerleader held captive in the basement?

Just your average day in Maniac Mansion®! Totally weird! Definitely wacky! It's the first game for your Nintendo Entertainment System® that combines the challenge of a mystery with the off-the-wall humor Americans love.

Your goal – rescue the cheerleader and keep the mad doctor from taking over the world. There are over 50 rooms to search for clues. A cast of dangerous characters to avoid. And five completely different endings. It's even based on the original from LucasFilm Games.

You pick three of seven teenagers to go inside to solve the mystery. Who you pick determines the course of the game.

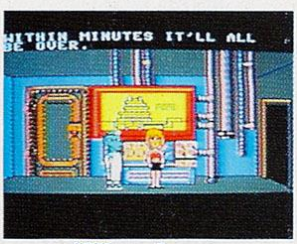
Want to take a break? No problem. Maniac Mansion's battery back-up always saves your place.

Maniac Mansion is different every time – sometimes scary... sometimes silly... but always a challenge... the kind of a game that will keep you up nights trying to figure it out – or afraid to fall asleep!

The secret lab.

This box is ticking!

Listen! A nuclear reactor!



"I'll suck out your brains!"

The Tentacle is hungry!

Don't get Weird Ed's hamster mad.

Into the dungeon, Dog Breath!

This mummy is no dummy!

"Nurse Edna, you are U-G-L-Y."

A chainsaw in the kitchen!?

The hamster's in the microwave!!

Look for clues on the film.

The mystery has just begun.

($1.75 first minute; 90¢ each additional minute.)

Get the official Maniac Mansion Hint Book. Call 1-800-STARWARS

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Calling All GamePros

By the GamePros

If you read last month's issue of *GamePro* you know we want to recruit 250 talented, devoted, and even fanatical gamers to join our new GamePro Team – the S.W.A.T. Squad. But just in case you missed out we thought we'd give you one more chance to join the Squad. Members of the Squad will become a part of the GamePro staff by helping us to rate and evaluate the newest game titles. So if you know games – what kind of sights, sounds, and gameplay make a title a hit – then we need you on the S.W.A.T. Squad.

If you're selected to become a member of the Team, you'll be asked several times a year, via mail, to help us evaluate games based on their graphics, sound, gameplay, fun factor, and challenge. We'll publish these ratings for use by other gamers, and also use them to determine which games will receive awards from *GamePro* Magazine.

And what's in it for you? Well, first of all you'll become a charter member of the GamePro S.W.A.T. Squad! You'll also receive the following:

- A specially designed GamePro S.W.A.T. Squad t-shirt.
- A special certificate to show that you're a member of the Squad.
- Your name in *GamePro* Magazine.
- Discount coupons for savings on GamePro merchandise.

If you're interested in applying for membership in the GamePro S.W.A.T. Squad, here's what you need to do. Write to us and tell us:

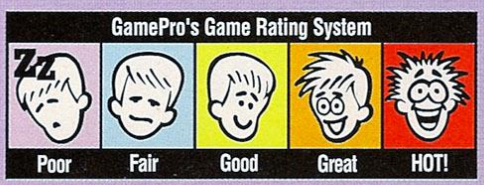
The GamePro S.W.A.T. Squad

- Your name, age, sex, address, and phone number.
- The game systems you own.
- What kind of games you enjoy playing (i.e. Sports, Role Play, Action/Adventure, Puzzle, etc.)
- How many years you've been playing games.
- Your top ten favorite games of all time.
- A short paragraph explaining why we should choose you to become a member of the GamePro S.W.A.T. Squad.

Send all of this information to:

GamePro S.W.A.T. Squad
GamePro Magazine
P.O. Box 3329
Redwood City, CA 94064

Please respond no later than **January 31, 1991**. We'll choose Squad members in February, and we'll notify you if you're chosen! Remember, we're looking for a few good GamePros and one of them just might be you.



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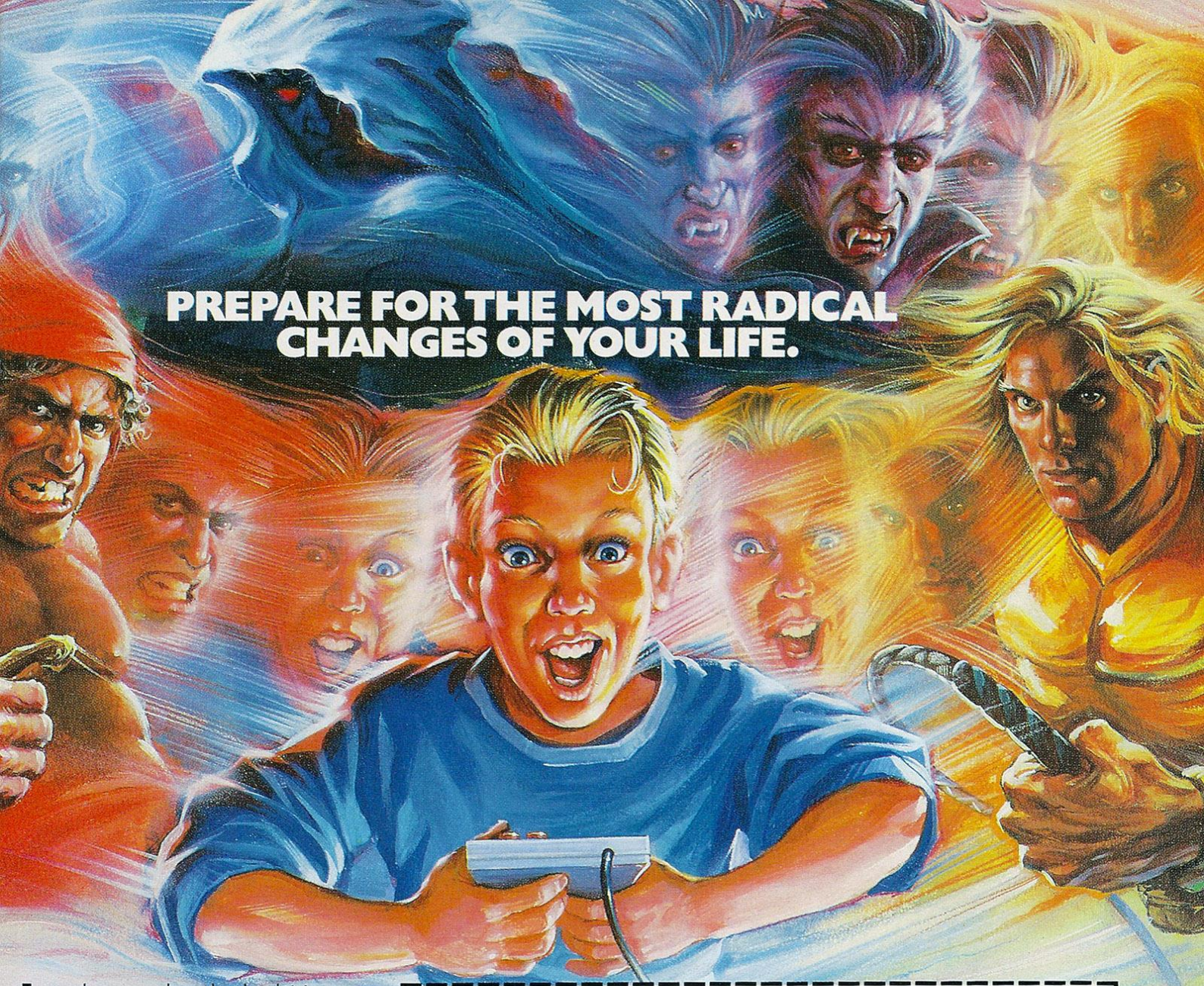

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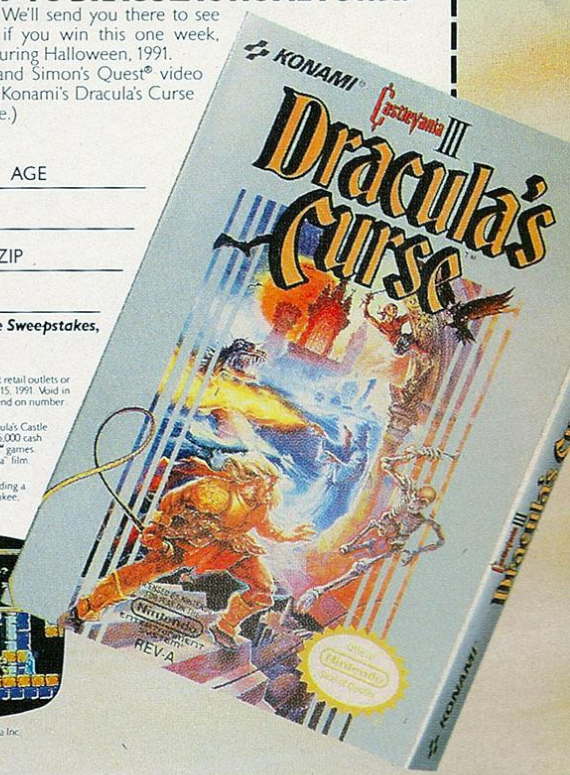

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To Rate or Not to Rate

My opinion of the violence ratings situation (discussed in the December issue of GamePro) is that it should be discretionary. I, for one, have nothing against violence in video games or movies.

To me, violence makes both games and movies more stimulating. I own the game "Splatterhouse" for the TurboGrafx-16. Despite the macabre details, it's a very fun game to play.

I believe that it should be entirely up to parents to make decisions as to which games are suitable for their kids to play. And if a game magazine feels that it's necessary to publish information on the violence content of a particular video game, then maybe it should be done. But I feel it should be a voluntary issue and people should be free to state their own opinions.

James Bieulecke, Warminster, PA

Please, let's not get into the subject of video games and ratings for them. What if there's a really spectacular game out that you really wanted, but were restrained because of a restricted rating because of explicit violence? Explicit violence? C'mon! These are video games we're talking about!

I am in favor of Razorsoft's advisory and the way that they used it. But I just hope that the big three (NEC, Sega, and the big N) won't start making video games so they can put warnings on them just to get other kids to buy them just because adults don't want to see them.

Grant Horne, Kenner, LA

I think rating games for violence is a good idea. People should be able to have an idea of the content of the game. I think the rating information should be on the packaging. If you want, you could just ignore the rating. Game magazines shouldn't have to publish the ratings if they don't want to, but rating the games for violence content would be better if it was mandatory. A person should know what they're getting. I support Razorsoft 110%.

Eddie Schmidt, N. Brunswick, NJ

In my opinion a rating system for video games based on their violence content sounds too harsh; however, I feel that game developers should put warnings on their packaging and advertisements if a game is too violent for children. And I feel that this should be mandatory so that concerned parents won't have to worry about their children buying games that are too violent for them.

Without mandatory warnings there may be a serious controversy over games being too violent for young children, which may lead to heavy restrictions on the degree of violence featured in video games. Mandatory ratings don't violate First Amendment rights because they won't be censoring violence in video games. I believe game developers should start using warnings for violent games before censorship groups start focusing on the video game industry. I don't think any of us want that!

A certain amount of violence does add to the realism of a game and I think mature hardcore gamers may appreciate that realism.

DVK, Tucson, AZ

Bits vs. Bytes

I am writing to help clear up a mistake that a lot of people in the video game ranks are making. With all the talk about the new 386 and 486 computers people are talking about megabytes. It seems that people are more concerned with the amount of megabytes a computer has than the power of the system. Now, this is where the mix up is taking place. Some people, including GamePro in the "It's All in the Chips" editorial of the November issue, have confused the computer games that are classified in megabytes with the video games for NES, Sega, and NEC which are classified in megabits. In Nintendo's case the maximum addressable memory is 128k, which is equivalent to 1 megabit. With the new MMC chips the address lines inside the game are changed so that more than 128k of information can be used in playing a game.

The Sega Master System can address up to 512k, which is equivalent to 4 megabits. The Genesis can address up to 1 megaBYTE of cartridge information. This will no doubt be expanded when the CD adaptor comes out. To briefly explain, 8 bits make a byte and when dealing in bits you must remember that 1 megabyte equals 8 megabits. This means when you buy a new Nintendo game or Genesis game you realize that you're not getting 4 megabytes, but really half a megabyte. This also means that a computer game you've seen or own that has the same meg rating on it is more detailed than your video game. Since there are so many games to choose from and companies are trying to sell them it is important that we as consumers understand the technical aspects of this hobby, as most of the terminology that companies use to sell the products is technical.

Todd Proia, Bradford, MA

(Thanks for helping to clarify a confusing issue! We got our "bytes" and "bits" mixed up. – Ed)

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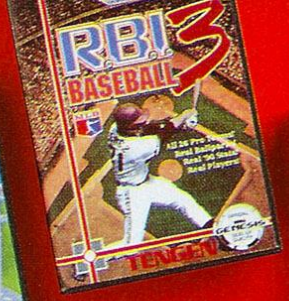

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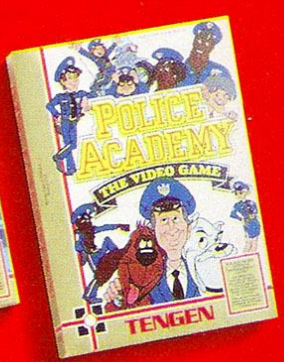

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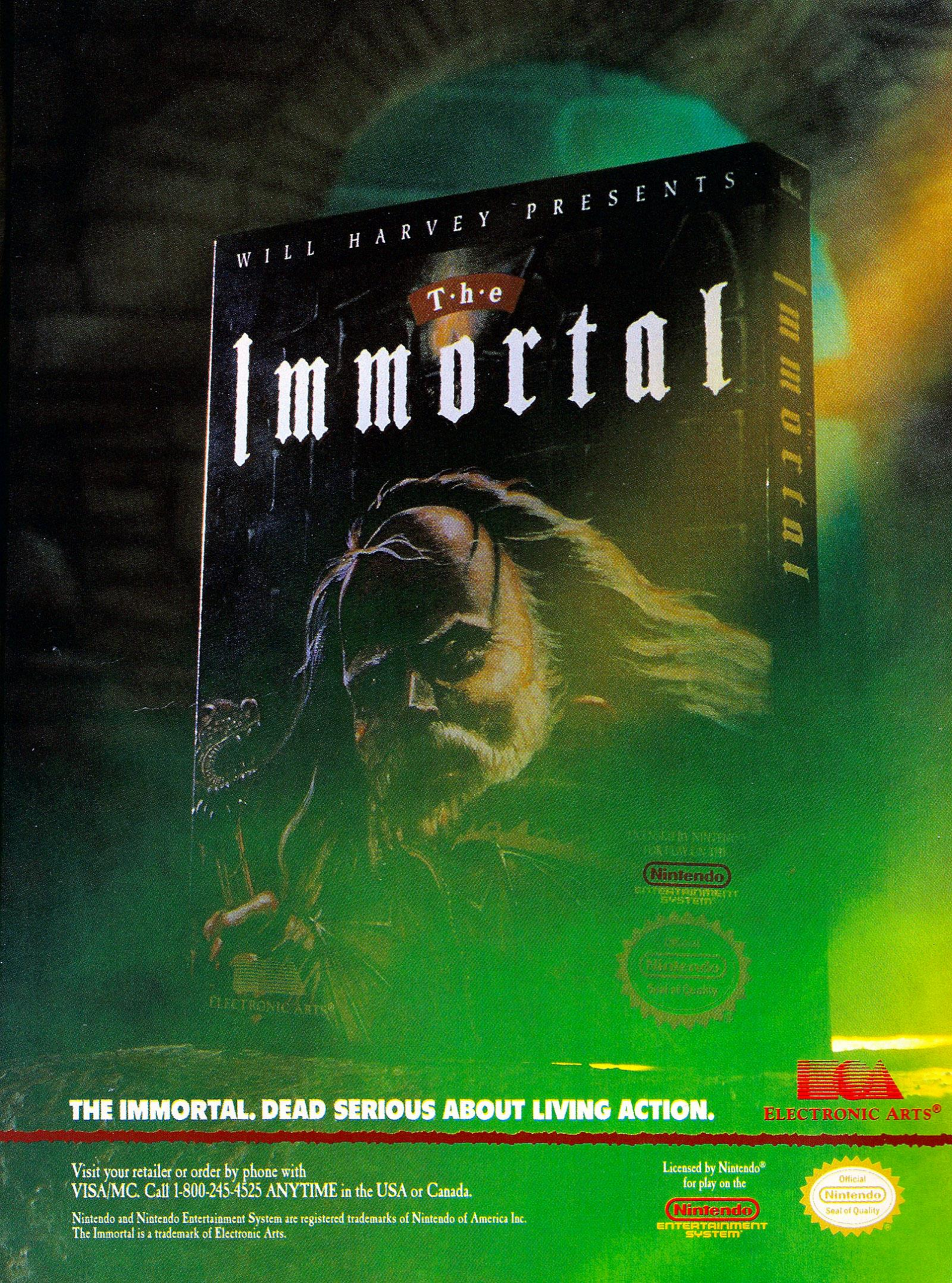

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The Cutting Edge

CD ROM for Gamers

By The Whizz

The CDs Are Coming!

Compact discs are blowing vinyl out of the water on the music scene? Since one CD holds 550 megabytes of digital data, will they make chips take a dip, too? Hardcore gamers want to know. Although it's highly unlikely games will fully utilize that much programming space in the near future, you get the picture – and more.

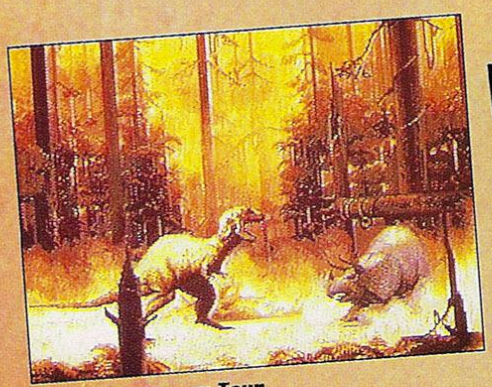
A Disc-tinct Lead: The NEC TurboGrafx CD

Maybe NEC knows something everybody else doesn't. NEC claims that one CD equals 2000 of its TurboChip cards! No wonder they fired out of the blocks into the CD ROM arena with the TurboGrafx CD player way back in 1989 (see *GamePro*, The Cutting Edge, January, 1990). But although Japanese gamers have been playing CDs on their PC Engines since then, American TurboGrafx-16 owners have just begun to dip into discs.

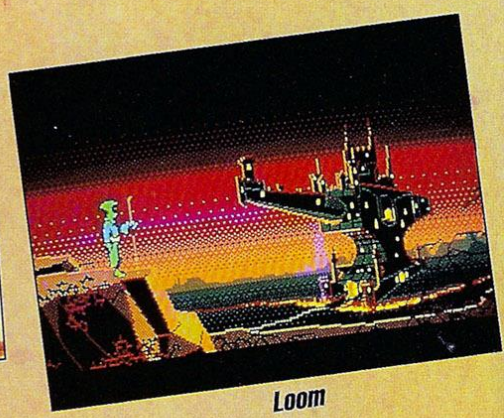
The TurboGrafx CD connects to the back of a regular TG-16 game unit. Snap your TurboGrafx-16 and the CD player onto a special platform, slide a CD system card into the game unit, drop in a disc, and start playing. The player itself looks exactly like a slightly bulkier version of those portable music CD players you see in stereo shops. Inside you get 64 kilobytes of system RAM and the drive sports a 150 kilobyte/second data transfer rate. All this translates into a worse case access time of 3 seconds. Unfortunately that can seem like an eternity to impatient gameplayers, and often does. The TG CD also has 2 kilobytes of backup RAM.

For $399 you get the CD player, a TurboGrafx CD Game Interface platform, a TurboChip system card, a power converter, cables, and a carrying case. The rugged carrying case is particularly handy if you're a gamer on the go. You can easily pack the complete system and a bunch of games anywhere you want.

When it's time for a music break, the TurboGrafx CD jams. You can plug it into your stereo. Then you just pop a music CD into the unit and crank up the volume. CD buffs will like the easy-to-use system controls. If you also have the TV connected to the stereo, use the regular TurboPad or the TurboStick controller to select commands from menus displayed onscreen. As with any CD player, you can select random play or programmed play. A special 10-key menu enables you to select the tracks you want to play



Magical Dinosaur Tour



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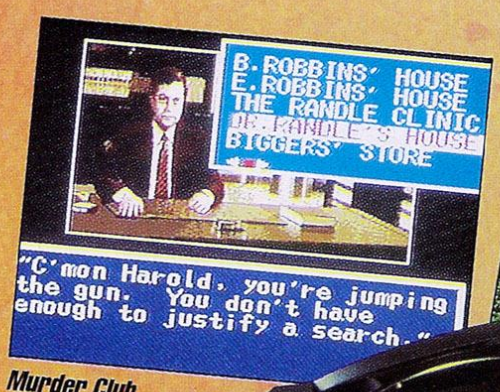
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and a Music Calendar displays the order of the tracks. You can choose which track you want to begin play from, fade out between tracks, and just listen to the intros of every track till you find the one you want.

For sounds à la carte, pull the CD player from the game unit and use it as a standalone player. All you have to do is hook up some speakers and plug-in the power adapter. If the new Compact Disc/Graphics format ever catches on, you'll also be able to play those discs to get music with video.

NEC is steadily pumping out CD ROM games for the Japanese PC Engine, and you can bet more and more CDs will show up here (see CD ROM Special Feature, page 20, this issue). You can bet that NEC is looking at a new CD player with a faster data transfer rate (and a heftier price tag).

Genesis CD ROM? Sega Isn't Saying

The Sega CD ROM system is on its way, but Sega of America is totally hush-hush regarding any information on the device. Of course, we'll keep asking; however, there have been several versions of a CD ROM unit for the Japanese Sega MegaDrive (from which the Genesis is cloned) depicted in the Japanese press. Here's the latest info we've dug up.

The MegaDrive and its CD ROM player will likely connect in a sort of piggy-back arrangement. The CD ROM drive will serve as a base for the existing game system unit which will nestle inside of it. The mysterious port on the side of the system unit will fit into a slot at the top of the CD ROM.

Unlike the TurboGrafx player which requires you to manually fit a disc into the drive, the MegaDrive player will feature a motor-driven front loading mechanism similar to that of music CD players. However, like the TG-16 unit, the Sega drive will require a special system cartridge in order to access the CD.

Gameplayers will be glad to know that the Sega unit is being fitted with a hefty RAM buffer for its CPU. This will enable the unit to read and send game data while continuing other game functions. Depending on the proficiency of games programmers, that should theoretically cut down on the characteristic lag times noticeable, for example, in TG-16 CD ROM games where gameplay comes to a standstill while the drive reads data from the CD.

A Sega CD ROM player will likely appear in Japan sometime this year, but there's no word on when a CD will come spinning across the Pacific. Price? Reportedly $430 in Japan (¥56,000) Games? Only Sega knows.

Nintendo, Too

The 16-bit Nintendo Super Famicom touched down in Japan in November of last year. Can a CD ROM drive for that unit be far behind? Not too. Our sources indicate that it will be at least a year before a Super Famicom CD makes its debut in Japan. During that time, you can bet that Nintendo will keep a close eye on its 16-bit competition. Whether or not the Big N jumps into the CD game will obviously depend on how the other guys fair on the CD scene. But here's a juicy unsubstantiated rumor we just heard: the Super Famicom will plug into a CD ROM unit that can access up to five discs at a time! Believe it or not.

Circular Thinking

CD or not CD? If that is the question, your answers are clear cut for the moment. You TurboGrafx hardcore gamers already have all your options laid out for you, just dig out that spare change. You might also read our special feature on CD ROM games (beginning on page 20) for more info. All you other guys can read the special feature, too, and drool. Either you'll have to swallow your pride and somehow jump on a TG-16 or just be patient until CDs show for you.

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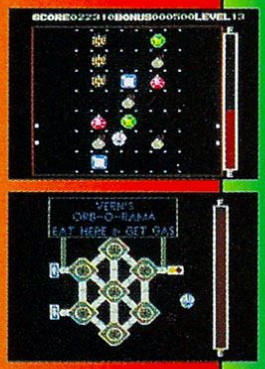

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Final Zone II

By Boogie Man

You're standing watch in a sentry ship high above the Earth's atmosphere, when suddenly, the evil ZOD army launches a devastating surprise attack. Immediately you and four survivors decide to take NAPs – no, that doesn't mean you're cutting Z's, it means you snatch some ZOD New Age Power Suits (NAPS). These lethal three-piecers are the life of the party and now that's too bad for ZOD.

The survivors.

Dressed to Thrill

Final Zone II is a vertically scrolling, one-player CD ROM shoot-em-up for the TurboGrafx-16. Video commandoes who have pulled a tour of duty on the Nintendo Entertainment System will recognize elements of Heavy Barrel, Twin Cobra, and many others in this disc.

That translates into fairly straightforward action: shoot them before they shoot you – but there's a lot of Them! The gunfighting in Final Zone II is intense, as rough as anything around.

Shoot out at the Final Zone.

You get seven rounds each of which consists of an animated story sequence and an action sequence, where the fighting takes place. Overall the graphics are sharp, but the CD ROM struts its stuff during the story sequences, which feature Japanese cartoon-style animation and dramatic English dialogue. There's nothing special about the look of any of action sequences.

PROTIP: In Round 3 you can see the shadows of enemy aircraft and ships at the top of the screen before they appear.

PROTIP: In Round 3, hit the middle fighter in three jet formations to reveal a power up.

Eventually you can play five characters. The computer picks your character in Rounds 1 through 3, but during Rounds 4 through 7 you choose from two or more commandoes. Each character packs two effective, if unspectacular, weapons. If you perish, you get unlimited continues from the beginning of the stage.

PROTIP: The best way to get through Round 5 is to fly past the first waves of enemies. Don't stop unless you're forced to.

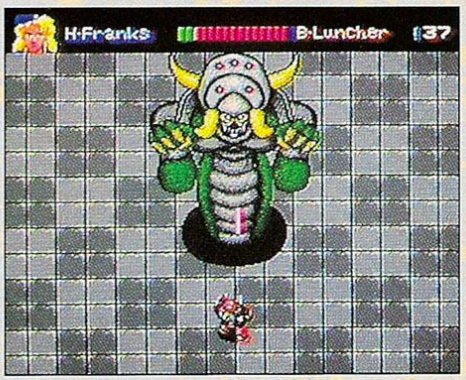
PROTIP: Your grenades can't penetrate treelines.

PROTIP: Power ups automatically display two different abilities onscreen. Wait for the power you need to appear.

PROTIP: In Round 7, Frank's Beam Launcher can shoot through walls.

The deadly ZOD army consists of the usual suspects. Their only advantage is sheer numbers, but it's a lethal edge. In five rounds you fight various soldiers who either stalk you on the ground or zip around in flying suits. In Round 3 you pilot a helicopter at sea against missile cruisers, jets, and ZOD choppers. Biomonsters who spit corrosive acid await you in Round 7.

Fight an air battle, too!



The ultimate Biomonster is big trouble!

PROTIP: When you reach the elevator at the beginning of Round 7, shoot into the open door. There's a Biomonster hiding there.

The Final Final

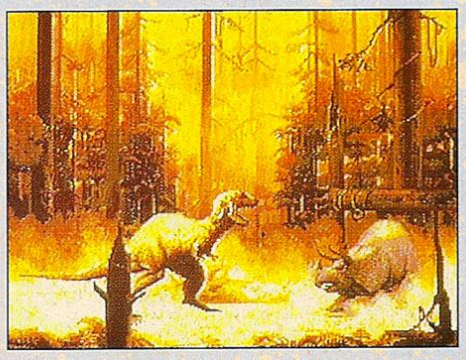
Final Zone I apparently never made it across the Pacific, but Final Zone II's landed with a vengeance. If you dig action-packed, land-based shoot-em-ups versus overwhelming odds, go get Zoned out.

Final Zone II by NEC ($61.99 – Available Now).

Magical Dinosaur Tour

By Slo' Mo

Dinosaurs may have the been the largest creatures ever to stomp around the planet, but now you can bring several hundred of 'em home. Magical Dinosaur Tour from NEC is a radical example of old meets new. Thanks to the TurboGrafx CD ROM unit, you'll journey back millions of years to the time when reptiles ruled.



Big lizards come to the small screen.

The Flintstones It Ain't

Magical Dinosaur Tour is an educational compact disc not a game, although it's definitely good fun. NEC plans to simply translate the Japanese version into English, and that's the disc we'll look at here.

A simple-to-use, menu-driven interface brings the behemoths to life. The

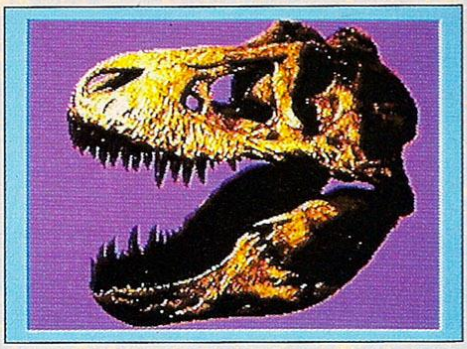
Lolo brings you your menus.

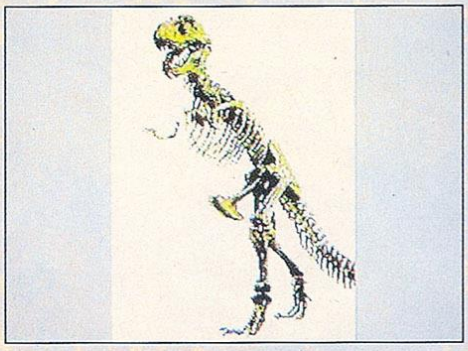
disc features seven main chapters that among other things enable you to view a huge catalog of dinosaurs, follow the evolutionary development of different dinosaur families, and even see the way the dinosaurs met their end. Other features include a Variety option that presents a magazine-like array of short, did-you-know, informational stories about dinosaurs.

Big but Simple

A cute little juvenile saurian named Lolo is your Tour guide. If you think you know a lot about dinosaurs, Lolo will quickly set you straight. Can you identify a styracosaurus or a coelophysis? No problem? Yeah sure. With this disc, you'll be able to I.D. those guys, their friends, and their friends' friends.

Magical Dinosaur Tour really puts the CD's disk space to good use. It features excellent graphics with numerous animated sequences. You also get great sound that includes a lengthy narrative about each dinosaur and prehistoric jungle sound effects that'll send chills up your spine.





Monstrous graphics and digitized photos tell the story.

If you think seeing one dinosaur means you've seen them all, you ain't seen nothing yet! The graphics here are, well, a monster. Pick any one of the hundreds of dinosaurs and you get an excellently detailed illustration in vivid color. Each picture has an explanatory caption, and you can even display a tiny human figure onscreen for a size comparison. Most dinosaurs also have additional informational screens that consist of digitized photographs and animated sequences

Dinosaurs meet their doom.

Extinct but not Forgotten

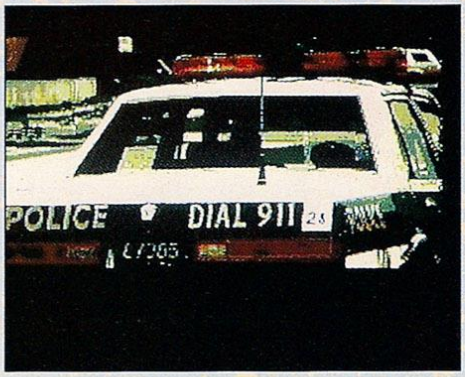
Magical Dinosaur Tour is a dinosaur tour-de-force. Of course, it helps to have an interest in prehistoric beasts, but this disc is good enough to turn anybody into a dinosaur lover. The Big Guys may have been cold-blooded, but this disc is hot!

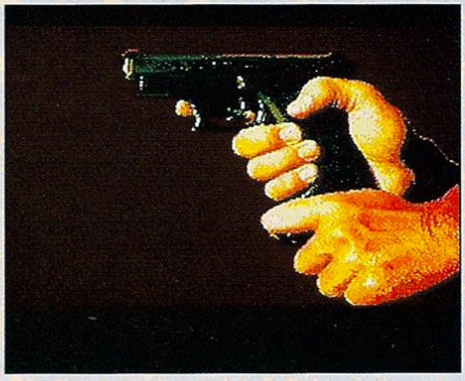
Magical Dinosaur Tour by NEC (Price not available – Available Winter '90).

Murder Club

By Bro' Buzz

Bill Robbins seemed like just another yuppie on the move – until someone plunged a butcher knife into his chest. That's when all the skeletons started falling out of his closet.





The digitized opening graphics are great!

Murder by Disc

In Murder Club, an upcoming one-player CD ROM game from NEC, you play police detective J.B. Harrold, and you're in charge of the Robbins investigation. Solving this case isn't easy. You have to interrogate over 25 suspects and visit 17 locations.

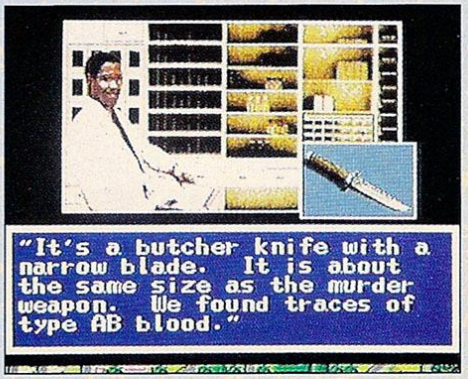
PROTIP: Take notes on your investigation. It's impossible to remember everything everyone says.

Armchair detectives will go nuts over this CD, but like real detective work solving the mystery takes patience.

A menu-driven interface enables you to ask each suspect a long, preset list of questions. The more people you interview, the more locations you visit, and the more evidence you uncover, the more detailed the responses you can get from key suspects.

However, this makes interrogations lengthy and combined with the slowpoke TurboGrafx CD drive makes your progress through the game often painstakingly slow. You'll also have to secure search warrants, have the lab analyze clues, and bring in your suspects for further interrogation. Don't worry, you can save up to three different game positions.

PROTIP: If you're stuck, reinterview suspects. Sometimes they reveal more info the second time around.



Analyze all evidence.

The graphics are sharp, but there's no zippy animation. Real-life actors supply the voices and some digitized character photos. All the stars get credits in the opening sequence, which is just like that of a TV show, and if you like jazz, the original music score is excellent.

PROTIP: Read the unsolved cases and stolen goods report in the records room. Return there periodically to check out new reports.

Continued on page 24.

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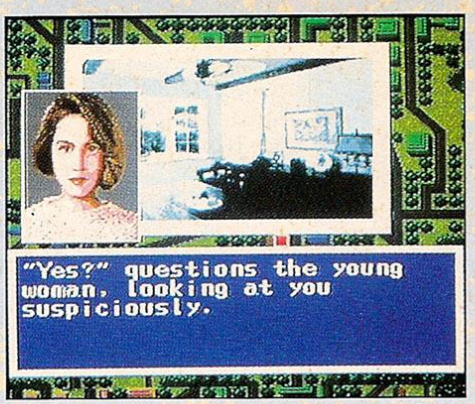


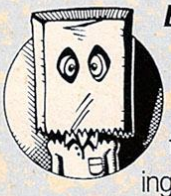
She knows more than she says!

Book 'Em!

Murder Club is just out in Japan, and it's slated for U.S. release but there's no date yet. However, the Japanese CD has a built-in English translation. If you're a whodunit fan, there's no mystery here – put the cuffs on Murder Club.

Murder Club: The Murder of Bill Robbins by NEC (Price and release date not available).

Sherlock Holmes Consulting Detective



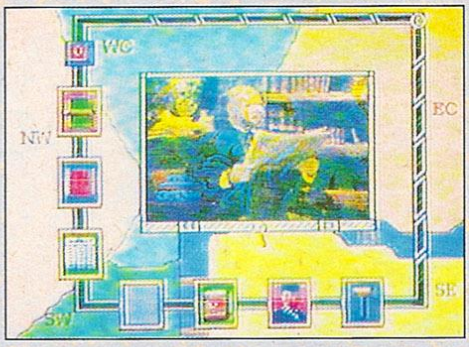
By The Unknown Gamer

Sherlock Holmes, the most famous fictional detective of all time, is coming to your TurboGrafx-16 via CD ROM. ICOM Simulations, the creators of Shadowgate and Déjà Vu for the NES, will bring the super sleuth to life, and although the disc isn't complete yet, here's a sneak peek.

Yo, Holmes!

All it takes is a quick glance to get an idea of how ambitious a project Sherlock Holmes is. The disc contains over 95 video scenes shot for three different mysteries.

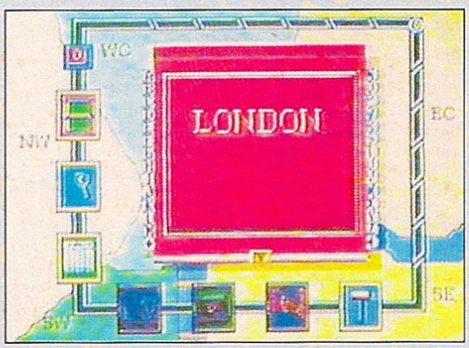
The game begins with a Table of Contents listing the three cases, along with an Instructions option and an introduction by Mr. Holmes himself. After Holmes identifies 10 helpful individuals, you choose from three complex cases: The Mummy's Curse, The Case of the Mystified Murderess, and The Case of the Tin Soldier.



Video scenes make you feel as if you're moving within a movie.

A Detective's Tools

Icon-driven interface puts a number of tools at your disposal for each case. The Directory lists all the people and places you can investigate to gather the necessary information to solve a case. When you highlight a name or a place from the Directory, you can either place the choice in your Notebook or choose the Travel icon to head to the selection.

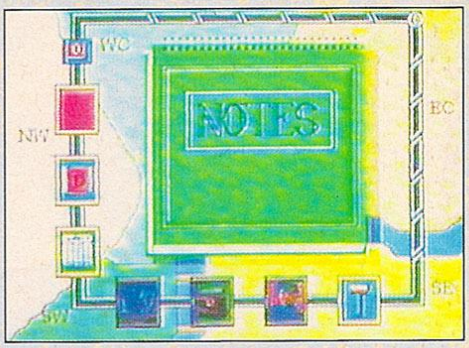


The London Directory is your source for all the people and places you'll need to visit.

The Newspaper icon provides you with an illustrated copy of the London Times. There are plenty of valuable clues to be found here. A hard copy of the newspaper is also included with the game.

The Holmes Files icon provides background info on the person or place in question.

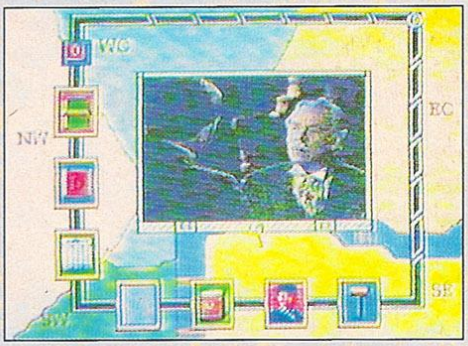
You can also click on the Baker Street Irregulars icon. A telegram appears that may give you important clues, or sometimes, nothing worthwhile at all.



The Notebook allows you to save any text from the Directory for later reference.

By Jove, Watson! We've Solved the Case!

Your goal in this game is to score as few points as possible in your efforts to solve the case. Every time you access "Travel," "Holmes' Files," or "Baker Street Irregulars," you are assessed a point.



Elementary, Watson. The murderer is...

Once you think you have the case solved, choose the Trial icon. If you've uncovered key clues you'll be allowed to go to trial. During the trial, you're asked a series of questions. You answer by choosing a name from the Notebook or the Directory. Occasionally, there's a multiple choice question. This part of the game is do or die: answer one question incorrectly and you're shot back to the beginning of the game.

If you crave a good mystery, the solution is elementary – grab a magnifying glass and a copy of Sherlock Holmes Consulting Detective, Scotland Yard needs your help!

Sherlock Holmes Consulting Detective by ICOM Simulation (Price Not Available – Available March 1991).

Continued on page 26.

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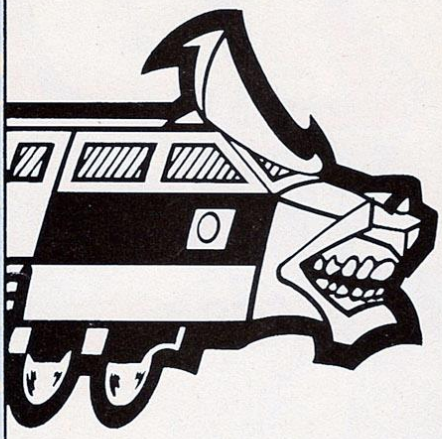

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Sneak Preview: Upcoming CD Releases!

Here are a few more NEC CD games that may show up some time soon!

It Came from the Desert – Giant ants have threatened to swarm over TurboGrafx-16s for over a year now. They're still on the way.

The Last Alert – An international arms syndicate headed by that evil genius, Dr. Che Garcia, wants to take over the world. But the C.I.A. has a secret weapon to stop them – YOU! You play Guy Kazama (who comes up with these names?), a human fighting machine, and you must take on the entire arms syndicate before time runs out.

Use special weapons and military tactics to complete the six dangerous missions that await you. Switch weapons, gain rank, and earn medals for valor on your road to victory.

Last Alert mixes story sequences and action scenes to provide a detailed, action-packed story to go along with all the "wham-pow" action. This is deifnitely a "no guts, no glory" adventure. Do you have the guts?

Loom – Welcome to the world of the Guilds as created by the gamemakers at Lucasfilms. Great collectives of master artisans rule the land and greatest among these is the Guild of Weavers, who can weave together the very fabric of reality.

But now reality is slowly unraveling and the Weavers are nowhere to be found. You play young apprentice Weaver, Robin Threadbare. Although you are lowliest of the low, you're the only Weaver left, and it's up to you to solve the mystery of the vanished Guild and stitch reality back together. An evil presence dogs your every step in this action adventure disc, so you must learn to cast musical spells with your magic stick called the Distaff. This disc should be cutting edge; it's definitely sew sew.

Valis II – Wise King Rogress, ruler of the Land of Vecanti, has passed away. In the turmoil following his death, war and despair have ravaged the land. The King's followers have been all but defeated by the evil army of Emperor Magus.

A call goes out for a warrior brave enough to take the legendary Sword of the Kingdom, Valis II, into battle and defeat Magus. A young woman, Yuko, accepts the challenge in this fantasy roleplay disc. With the help of her friendly ghost, Reiko, Yuko sets out to destroy the evil Emperor. Will the magic of the Valis II sword be enough for her to succeed?

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MEGA MAN 3
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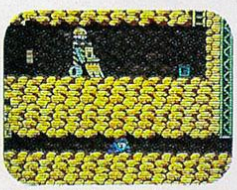
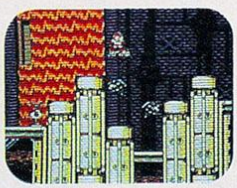
MegaMan® 3. Anything else you need to know?



You'll slide through secret tunnels to avoid bulldozing robots.

It's hard to top TopMan's dangerous spins.



You and your sidekick Rush will fly over enemy territory to avoid the walking time bombs.

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.

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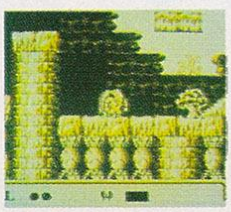
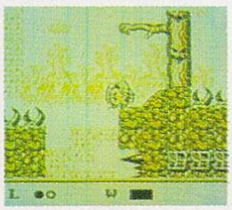
GRAPHICS SO REAL YOU'LL FORGET IT'S ONLY A GAME

Dazzling graphics and excellent sound bring a whole new dimension to the Game Boy! Enchantment and excitement await you in Gargoyle's Quest.

Prepare to do battle as Firebrand, the last Guardian Gargoyle of the Ghoul Realm. You must act quickly to defend your world against an invading army of



Destroyers. Fight your way through enemy forces to reach the dimensional portal that leads to your home world. Once there, the true nature of the quest begins.



The King of the Ghoul Realm has been kidnapped and it's up to you to save him. Blast the attackers with fiery breath as you fly through their defenses. Unravel the mysteries of this multilevel universe to succeed in conquering the Destroyers and freeing the captive King.

- Highly-detailed artwork sets new standards for the Game Boy!

- Advanced playability, highlighted with 360 degree scrolling.
- Hours of entertainment await you in this diverse adventure.

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VALIS III

By Andromeda

TurboGrafx-16 gamers have patiently awaited the release of Valis II in the States. This popular title from Japan features some of the best CD gaming to date. But we've got even better news for Valis fans – there's already a sequel! If you're totally hooked on Valis II, wait until you see Valis III.

Valis III, another hot CD title from Japan, continues the story of the magical Valis sword. The evil Emperor Magus (picture a "Transformer" with a bad attitude) is once again ravaging the land of Vecanti. The holder of the Valis sword is the only one with a chance of defeating Magus in over nine levels of action/adventure.

A unique feature of Valis II, and the entire Valis series, is the fact that the champion of each story is female. In Valis III three women lead the charge against evil. One carries a bladed whip, one fights with a powerful magic staff, and one wields the Valis sword. Each of the three heroines can also use four different types of magic.

Each Valis III level features incredible enemies. But this state-of-the-art CD will also overwhelm you with a swarm of musical scores and fascinating animation sequences.

So far there's no announcement from NEC on a planned release date for Valis III in the U.S., so we can't say when you can get your hands on this spectacular title. But we can give you a sneak peek at some of the gorgeous graphics! So, enjoy, and we'll let you know when we hear news of a planned release of Valis III in the states.

The legendary heroine, Valis.

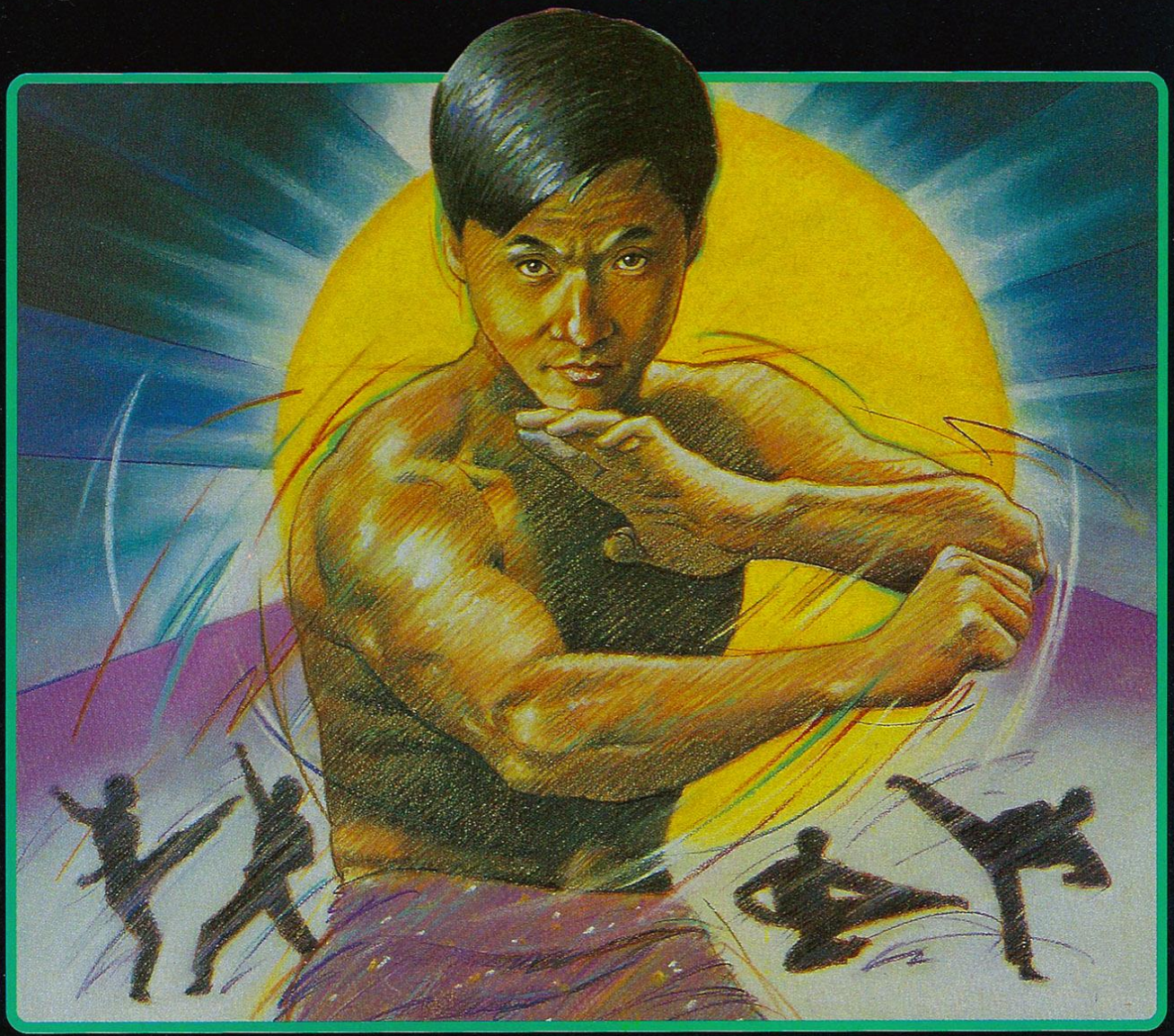
Use your mighty sword to fight Level Three's Hawkman boss.

The legendary sword of Valis.

Battle through Level Four on board a tiny boat. A Sea Monster awaits you at the end of this level.

Enjoy Hudson

JACKIE CHAN's ACTION KUNG FU™



Ready... Set... POW!!! It's a Black Belt Blowout with JACKIE CHAN'S ACTION KUNG FU.™

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Battle your way past molten lava pits, creep by the skull and crossbones tomb, slay man-eating tigers!

And NO wimpy graphics. Everything's big, splashy, exploding with color through hundreds of levels!

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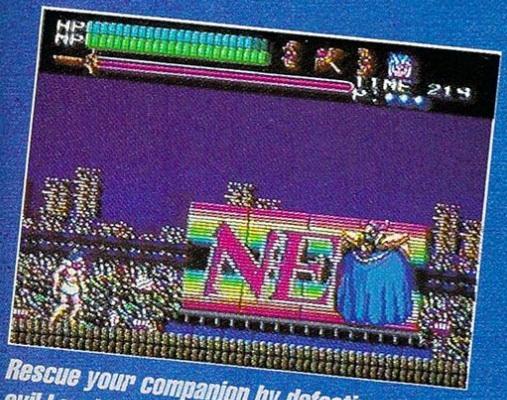
In Level Five's castle you'll find a friend trapped inside a cage. Rescue him and he'll tell you some secrets.

The first heroine fights with a bladed whip. Here she uses it to slash at an Archer on Level Six.

Dodge the whipping tail of this deadly giant Scorpion in Level Two. Once you've defeated this menace you can grab the power-up that hovers above its head.



Rescue your companion by defeating this evil Level One Boss. But remember, he'll return to haunt you once again.

This descendent of Valis is the only one who can wield the Valis sword. In this scene from one of the gorgeous animation sequences she's just heard some shocking news.

Defeat this Level Two monster and grab the power-up. Power-ups provide you with more magic points, a different type of magic (you can only use one of the four different types of magic at once), or more life.

The third heroine tries to defeat Level Five's Magician Boss with her Magic Staff. Watch the Magician's hands so that you'll know how to position yourself. If he raises his left hand, flames will shoot from that hand, and vice versa if he raises his right hand. If he raises both hands flames will shoot from both.

Your evil enemy, Magus.

Rescue this girl during Level 1 and she'll fight by your side with her bladed whip. It's up to you to decide which heroine to use in the different areas of the game.

Enjoy Hudson

THEY'RE ALIVE!

And Lurking in Mendel Palace.

Suddenly, you're transported to a new dimension! Where only you can save a beautiful girl from her own nightmare – from her own toys that have sprung to life!

Welcome to MENDEL PALACE™, a fantasy as wild as your imagination!

Get ready for non-stop thrills and the hottest graphics around. **With 20 areas and 200 levels!** You've never played anything like it.

MENDEL PALACE . . . a dreamworld that will blow your mind!

Look for it today at your favorite video store.

Two Player Mode

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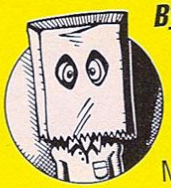
Hot at the Arcades



By the Unknown Gamer

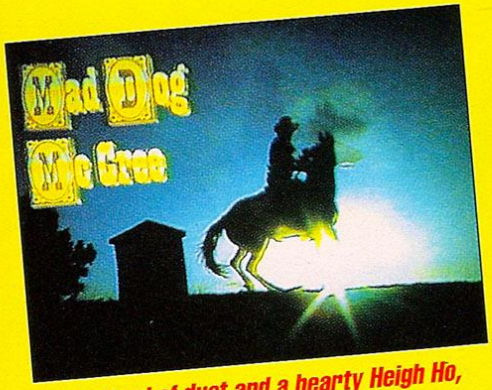
Laser discs are about to reappear in the arcades...thanks to a New Mexico-based company called American Laser Games. But they're nothing like the L. D. games you may remember. These new video games incorporate real interactive video instead of computer-generated graphics or animation.

Mad Dog McCree will be the first coin-cruncher using this new technology to hit your local arcade. This one-player shooting game pits you in a gunfight against a gang of outlaws in the Old West. You get a regular six-shooter that you have to reload (by pointing the barrel down) as you take your shots.

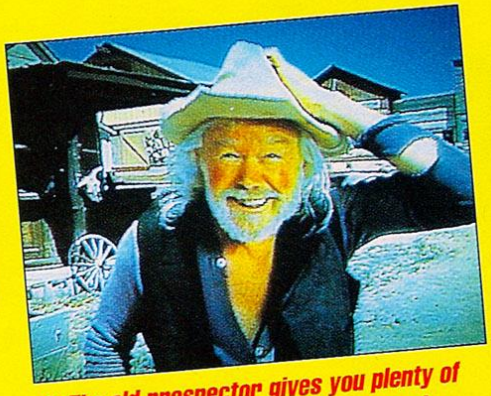
The game was filmed at the Eaves Ranch in northern New Mexico for the cost of a low budget movie (over $250,000) with a cast of actors, professional stunt people, and explosives experts.

Two versions of the game are in the works – a 33" color monitor version and a 50" rear projection TV model. The initial cost of Mad Dog McCree will be pricey (up to $13,000 apiece), but American Laser Games has a plan that will make the games more affordable for arcade operators. Arcades will be able to rent new laser disc titles from American Laser Games, so when players tire of a title, it can be changed quickly and cheaply.

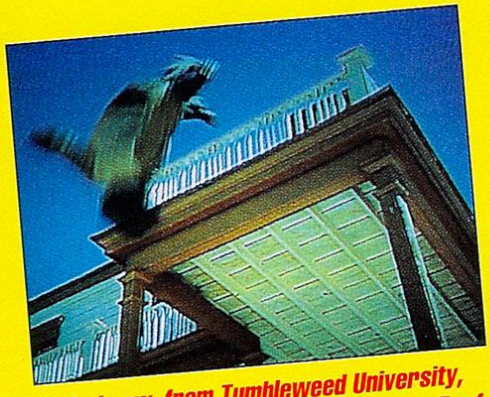
Keep an eye out for Mad Dog McCree this winter at your local arcade, partner!



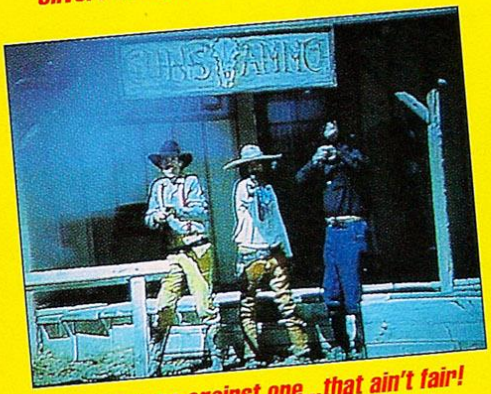
1. "A cloud of dust and a hearty Heigh Ho, Silver!"...Oops! Wrong story!



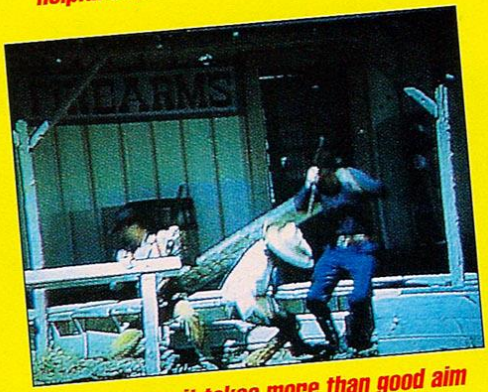
2. The old prospector gives you plenty of helpful advice – if he lives long enough.



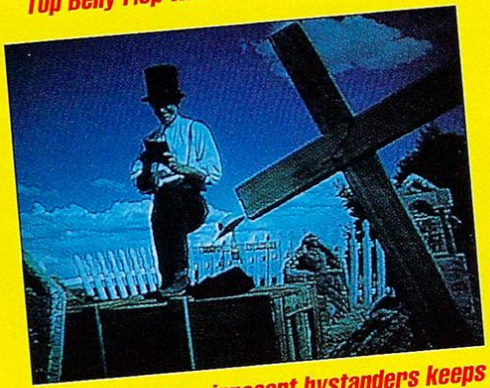
3. And now, from Tumbleweed University, Bart Badguy. Bart will be attempting a Roof Top Belly Flop with a half twist...



4. Three guns against one...that ain't fair!



5. Sometimes it takes more than good aim to stay alive in this game.



6. Gunning down innocent bystanders keeps the town's mortician in business.

IMAGESOFT

The final test of the Game Master.

You've conquered Super Mario Brothers 3™, beaten Ninja Gaiden II™ trounced Tetris™, now you must face Solstice—The Quest for the Staff of Demnos.™

Game Masters—should you search for Solstice in vain, send us the names of three stores you have visited. And we will assist you in beginning your quest. Masters of Solstice—please send us your tips, maps, ideas for Solstice 2. Mail to: CSG Imagesoft Inc., 9200 Sunset Blvd., Suite 820, LA, CA 90069 (213) 858-3777. Look for your next issue of Imagesoft Player News.

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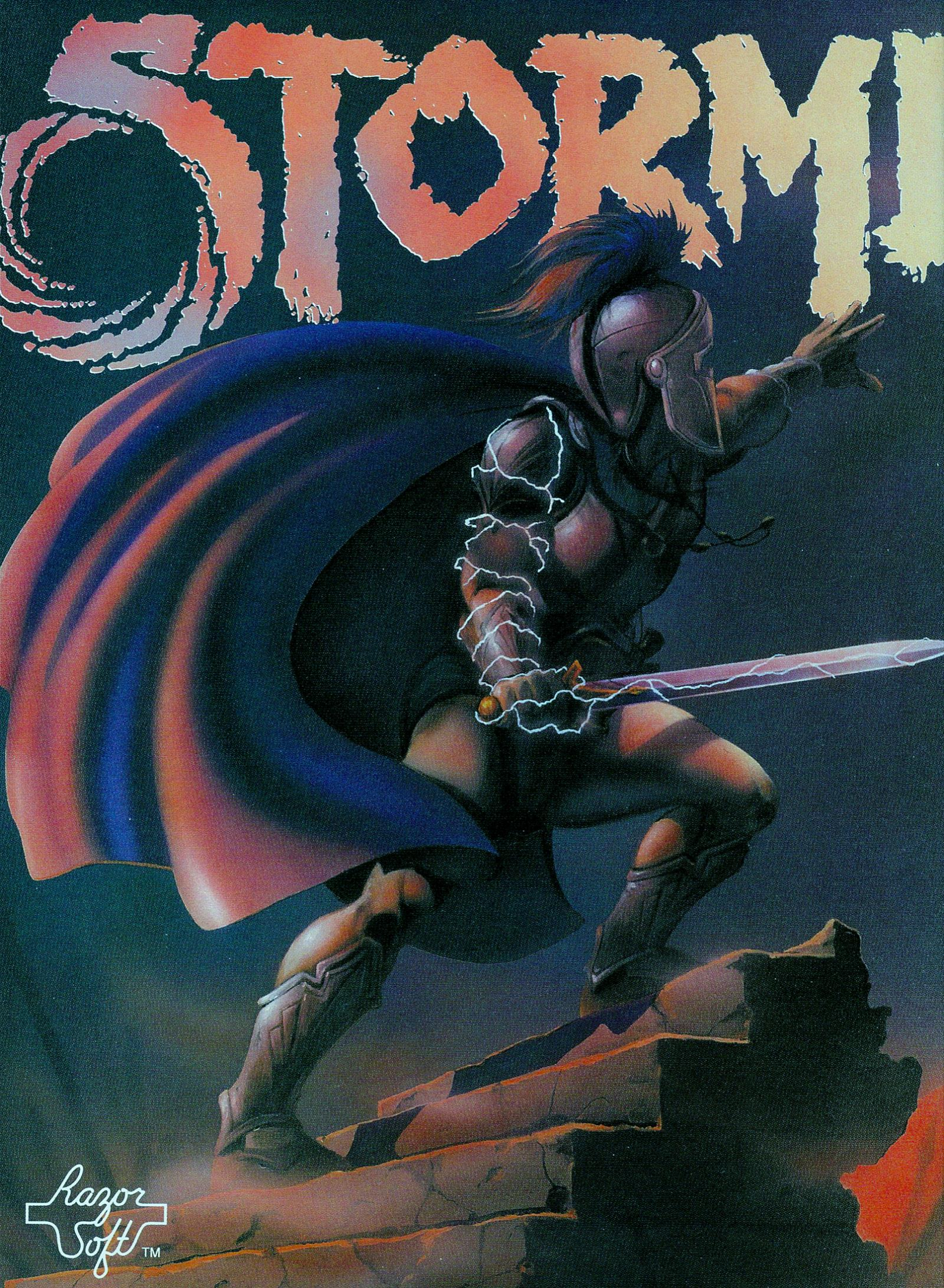
Nintendo ENTERTAINMENT SYSTEM®

Solstice™


STORM
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LORD™

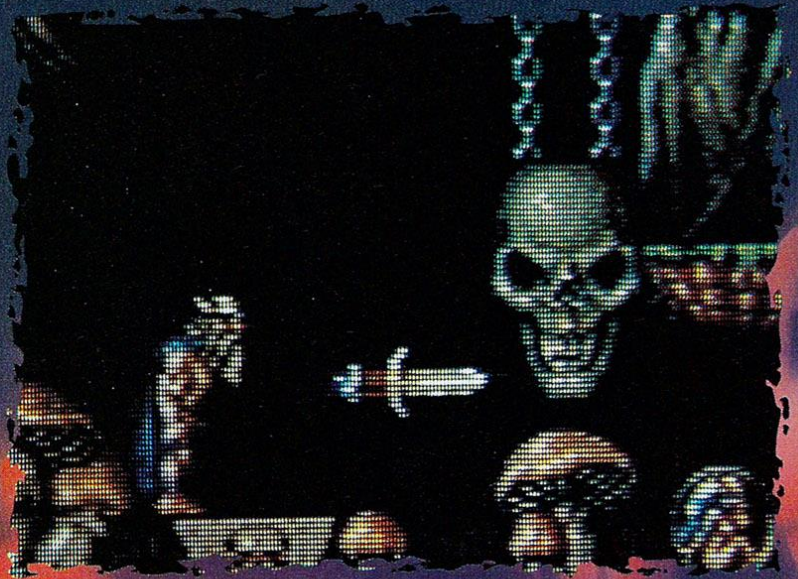
THRILL TO...
Beautiful, Entombed Princesses.

CHILL TO...
Psychotic, Death-Dealing Sorcerers.

SPILL TO...
Deranged, Draconian Firedogs.

RUN LIKE H____ FROM...
Hideous, Head-Stomping Hopgoblins.

"Spent hours searching for magical treasures . . . even longer trying to use them." —Trey Green, Game Reviewer



"Battled awesome monsters!"—Aaron Van Stavern, Game Tester

"If you liked 'Ghouls,' 'Stormlord' will blow you away!" —Barrett Ryals, Game Tester

4 Megabit
16 Bit Graphics

Licensed For Play On

SEGA™ GENESIS™
16-BIT CARTRIDGE

This Game Has Not Yet Been Rated.

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THE ADVENTURES OF GAMEPRO

Chapter 17: Moonwalkin'!

Alex West, an extraordinary videogamer, has been suddenly transported off Earth and into the Video Dimension by the wizard Zardoth. Although existing on a separate plane of existence, the Video Dimension shares an electromagnetic bond with Earth, for in this dimension all the worlds and creatures of video games are a **reality**! Zardoth seeks Alex's exceptional video gaming skills to defeat the menace of the Evil Darklings – a cruel shape-changing race that has overwhelmed the Video Dimension, and is intent upon finding a way to launch a full-scale invasion of Earth! Alex's only hope of returning to Earth is to enter various video game worlds and seek out and destroy the Evil Darklings influence within. To aid Alex's mission, Zardoth has magically bestowed upon him the uniform and powers of GAMEPRO – the ultimate video gaming champion!

Writer/Artist: Francis Mao Art Director/Co-plotter: Michael Kavish

PREVIOUSLY: In **Adventures of GamePro Vol. 2**, GamePro confronted the Supreme Overlord who sought to know how our hero entered the Video Dimension. GamePro unwittingly revealed **where** and **how** Zardoth first brought him into this dimension, but destroyed the Evil Darklings' command ship before the Evil Darklings could act on that information. The Supreme Overlord, Dr. Ssyth, and Stalker all escaped the ship's destruction and are enroute to the asteroid belt that GamePro first transported into the Video Dimension on. They theorize that an interdimensional "hole" had been created by GamePro's entry into their dimension. If they can exploit that "hole," the Supreme Overlord will be able to dispatch an entire invasion force to Earth! *MEANWHILE:* Zardoth has dropped Alex into a graveyard of marauding zombies! All seemed lost until the timely appearance of....

MICHAEL JACKSON!
IT CAN'T BE....!
IS IT REALLY YOU!?
ARE YOU OKAY?
LOOK OUT! ZOMBIES BEHIND YOU!!
HANG TIGHT! I'LL HANDLE THESE GUYS!
ZAM
I DON'T BELIEVE THIS!
MY POWER BLASTS HAD NO EFFECT... BUT MICHAEL'S MAGIC IS KNOCKING THEM DOWN LIKE FLIES!...
THE ZOMBIES ARE LINING UP! IT MUST BE THE FINAL WAVE!
DOES MICHAEL KNOW HOW TO TAKE THEM ALL DOWN AT ONCE?
"YES! IT'S HIS DANCE ATTACK! NOTHING CAN RESIST IT!!"
YEOW!
SSZZAAMM!

MOONWALKER © 1991 SEGA, FOR THE GENESIS SYSTEM.

SERPENT™

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GAME BOY.
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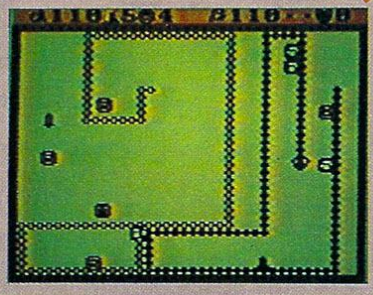

One Wrong Move & You're Hisssstory!

Step Into The Snake Pit...
Serpent is one of the hottest fast-paced action/strategy games for Gameboy.™

Leap into your vehicle and take the field as you try to surround and conquer your opponent in the non-stop, pulse-pounding "Serpent Competition".

You must force your opponent to slam the corner before he does the same to you! Skill and quick-thinking is the only way you're going to survive.

There's A Surprise At Every Turn!
You'll get missile items, speed control, two modes with four levels each, and five different endings. There're also some pretty cool tunes that make Serpent nearly impossible to put down!

TAXAN®
Consumer Division

Choose Your Victim/Captor.
Use the Game Link cable to try and stomp your friends, or play one-on-one with the Gameboy computer.

Either way, you must have intense concentration to out-think your opponent before he becomes your Captor.

Strike Now, Or Get Slammed.
For fast-paced, heart-pounding action, Serpent sets the stage for fierce battle.
Now all you need is a worthy opponent!

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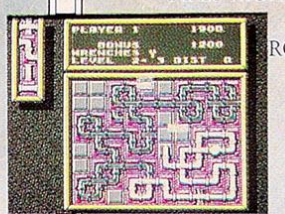
"THE ZOMBIES ARE HEATING UP! THEY CAN'T KEEP UP WITH MICHAEL!"
NOW!
FZASH
FZASH
FZASH
FZASH
INCREDIBLE!
ARE YOU ALRIGHT?
THAT... DRAINED ALL MY MAGIC...
GOT TO REST... ...FOR A MOMENT...
!
HOW DID YOU KNOW MY NAME!?
YOU'RE NOT MICHAEL JACKSON!
THANKS FOR HELPING ME OUT BACK THERE!
NO NEED TO THANK ME, ALEX!
RELAX, ALEX! AND NO... I'M NOT AN EVIL DARKLING IN DISGUISE!
IT REALLY IS ME!!
I KNOW ZARDOTH HAS SENT YOU HERE TO LOCATE A SOURCE OF GREAT MAGIC POWER ... SO AM I!!
B-BUT HOW...?
..H-HOW DID YOU...?
I HAVEN'T THE TIME TO EXPLAIN...
...LOOK IN YOUR HEART TO SEE IF YOU CAN TRUST ME!
THIS IS TOO WEIRD!
BUT, YES... I DO TRUST YOU!
GREAT!
THEN, LET'S GET GOING!
WHERE ARE WE GOING?
ONWARDS!
WE MUST STILL SAVE ALL THE CHILDREN ABDUCTED BY MR. BIG!
WHAT ABOUT THE SOURCE OF MAGIC?
IT CAN ONLY BE ALONG THE WAY...!

"...it's just as addicting as *Tetris.*™"
—Nintendo Power™ May/June 1990

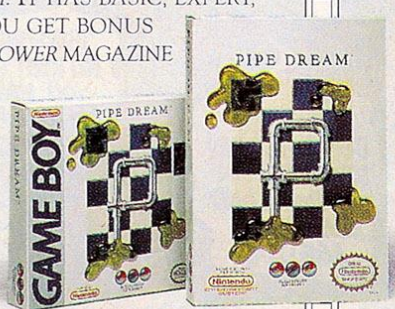
GET READY FOR
A MIND-WRENCHING
EXPERIENCE.

PIPE DREAM.™

WHAT IF YOU HAD A WHOLE WAREHOUSE FULL OF PLUMBING PARTS COMING AT YOU? AND YOU HAD TO BUILD A HUGE PIPELINE OUT OF THEM? WHAT IF THERE WAS A BIG PUDDLE OF SLIMY GREEN STUFF CALLED *FLOOZ?* AND IT WAS RUNNING THROUGH THE PIPES *RIGHT* BEHIND YOU? WELL, THAT'S THE WHOLE IDEA BEHIND *PIPE DREAM.* IT HAS BASIC, EXPERT, AND TWO-PLAYER MODES. IT HAS 256 LEVELS TO GET INTO. AND YOU GET BONUS ROUNDS EVERY FOUR LEVELS. YOU ALREADY KNOW WHAT *NINTENDO POWER* MAGAZINE SAYS ABOUT IT. BUT THERE'S ONLY ONE WAY TO SEE HOW INTENSE *PIPE DREAM* REALLY IS. GO DOWN TO YOUR NES®/GAME BOY™ DEALER AND SEE FOR YOURSELF.



It takes about five seconds to get the idea. It can take a lifetime to get good at it. Really good.



BULLET-PROOF SOFTWARE™

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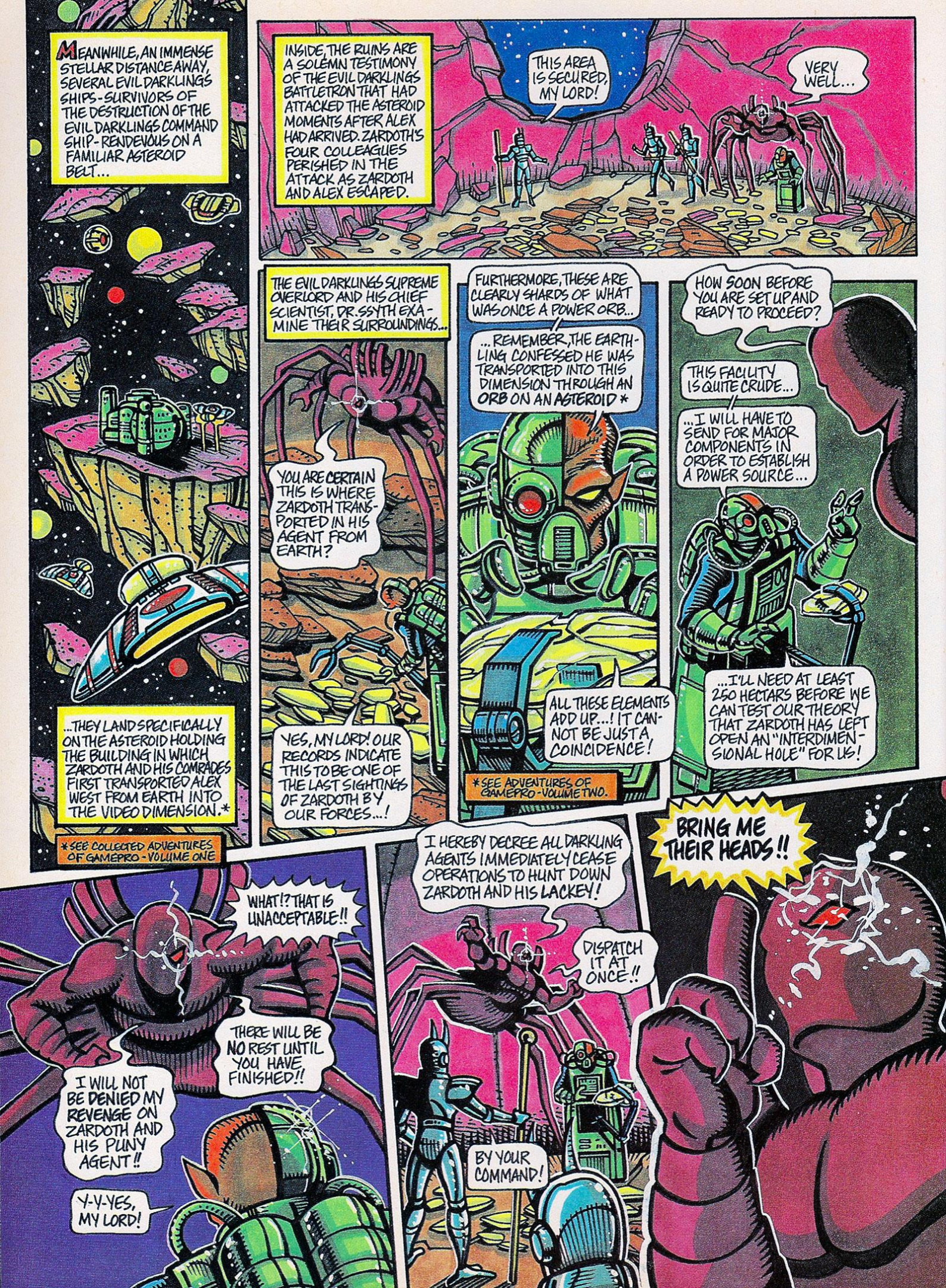
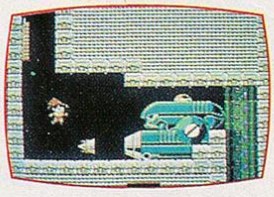

MEANWHILE, AN IMMENSE STELLAR DISTANCE AWAY, SEVERAL EVIL DARKLINGS SHIPS - SURVIVORS OF THE DESTRUCTION OF THE EVIL DARKLINGS COMMAND SHIP - RENDEVOUS ON A FAMILIAR ASTEROID BELT...
...THEY LAND SPECIFICALLY ON THE ASTEROID HOLDING THE BUILDING IN WHICH ZARDOTH AND HIS COMRADES FIRST TRANSPORTED ALEX WEST FROM EARTH INTO THE VIDEO DIMENSION.*
*SEE COLLECTED ADVENTURES OF GAMEPRO - VOLUME ONE
INSIDE, THE RUINS ARE A SOLEMN TESTIMONY OF THE EVIL DARKLINGS BATTLETRON THAT HAD ATTACKED THE ASTEROID MOMENTS AFTER ALEX HAD ARRIVED. ZARDOTH'S FOUR COLLEAGUES PERISHED IN THE ATTACK AS ZARDOTH AND ALEX ESCAPED.
THIS AREA IS SECURED, MY LORD!
VERY WELL...
THE EVIL DARKLINGS SUPREME OVERLORD AND HIS CHIEF SCIENTIST, DR. SSYTH EXAMINE THEIR SURROUNDINGS...
YOU ARE CERTAIN THIS IS WHERE ZARDOTH TRANSPORTED IN HIS AGENT FROM EARTH?
YES, MY LORD! OUR RECORDS INDICATE THIS TO BE ONE OF THE LAST SIGHTINGS OF ZARDOTH BY OUR FORCES...!
FURTHERMORE, THESE ARE CLEARLY SHARDS OF WHAT WAS ONCE A POWER ORB...
...REMEMBER, THE EARTHLING CONFESSED HE WAS TRANSPORTED INTO THIS DIMENSION THROUGH AN ORB ON AN ASTEROID *
ALL THESE ELEMENTS ADD UP...! IT CANNOT BE JUST A COINCIDENCE!
*SEE ADVENTURES OF GAMEPRO - VOLUME TWO.
HOW SOON BEFORE YOU ARE SET UP AND READY TO PROCEED?
THIS FACILITY IS QUITE CRUDE...
...I WILL HAVE TO SEND FOR MAJOR COMPONENTS IN ORDER TO ESTABLISH A POWER SOURCE...
...I'LL NEED AT LEAST 250 HECTARS BEFORE WE CAN TEST OUR THEORY THAT ZARDOTH HAS LEFT OPEN AN "INTERDIMENSIONAL HOLE" FOR US!
I HEREBY DECREE ALL DARKLING AGENTS IMMEDIATELY CEASE OPERATIONS TO HUNT DOWN ZARDOTH AND HIS LACKEY!
DISPATCH IT AT ONCE!!
BY YOUR COMMAND!
BRING ME THEIR HEADS!!
WHAT!? THAT IS UNACCEPTABLE!!
THERE WILL BE NO REST UNTIL YOU HAVE FINISHED!!
I WILL NOT BE DENIED MY REVENGE ON ZARDOTH AND HIS PUNY AGENT!!
Y-Y-YES, MY LORD!

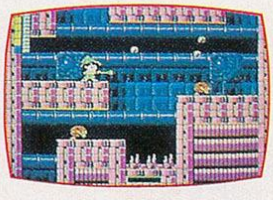
DON'T TURN THAT PAGE EARTHMAN! WE KRIONS HAVE YOUR PUNY PLANET NOW!

Earth's skies are raining metallic men from a predator planet, and your only hope against the Krion Empire is a witch that vanished generations ago. Francesca, we need you!

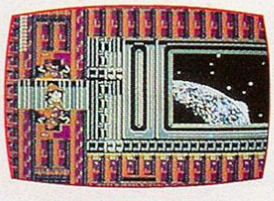


- The good witch Francesca, who has come to save the planet from The Krion Empire, has infiltrated the ice base! Before she can do battle with Yukimaru, the Snow Monster, she must get by this Krion Menace!

- Among the clouds Francesca searches for Sky Hawk's base. Beware of the robo bees and *deadly* spikes!



- "Gasp...Choke!!!" Francesca had better find an air pocket fast or risk drowning!



- Thousands of miles above the earth Francesca continues her quest to end the Krion reign!

The Krion Conquest™

THIS GAME IS LICENSED BY NINTENDO ® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

VIC TOKAI INC.

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BACK IN MOONWALKER...
THERE'S TOO MANY OF THEM! WE GOT TO PULL BACK!
NO! WE'VE GOT TO FIND ALL THE CHILDREN!
QUICK! USE YOUR DANCE ATTACK!
I CAN'T! MY MAGIC IS TOO LOW!
MICHAEL!!
WHAM!
UNGF!
WHAT DO I DO NOW? I'M POWERLESS AGAINST THESE THINGS...!
WAIT! WHAT'S HAPPENING TO MICHAEL?
MICHAEL'S TURNED INTO A COMET! JUST LIKE IN THE GAME!!
FWOOSH!
WAIT! MICHAEL TURNS INTO A SUPER-POWERED ROBOT WHEN HE GRABS A BLUE COMET IN THE GAME...
...HOW ABOUT FOR ME?
HERE IT COMES!
I HAVE TO TIME THIS JUST RIGHT!
SHZOKKK
YES!
IT WORKED!
ALRIGHT, YOU ZOMBIES... IT'S MY TURN!!
CONTINUED NEXT ISSUE!

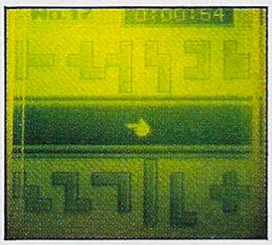
GONE SOFT ON THE BRAIN ?

You're not playing Daedalian Opus

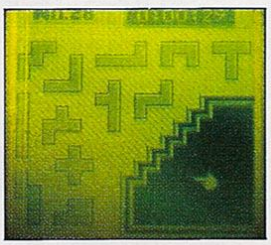
The same people who engineered Light Boy™

developed this

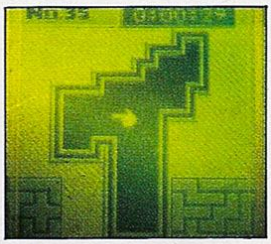
. Look what they've devised for you.



You've pulled away from the pretenders now. Keep those brain cells popping!



You've hit the afterburners, and you've exploded into uncharted territory.



Your brains are scrambled, but the end is in sight!

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STOP

Don't turn this page until you've played Daedalian Opus.

HAND-TO-HAND COMBAT

R-TYPE®

KUNG FU Master®

You'll Love These Smash Hits!

Two of Irem's most popular arcade hits are now available for Game Boy.™ With the same eye-popping visual punch and exciting action you've come to expect from Irem.

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YOU'LL FLIP OVER IT!

All across the cosmos, top gamers like yourself have been flippin' out over Metal-Storm's "Gravity Flip" feature. Together with such never-before-seen game features as dual scrolling and "breathing" enemies, "Gravity Flip" will leave you wondering just which way is up.

So arm yourself to the teeth with state-of-the-art power-ups:

- Bullet deflecting "Shield Force"
- LaserGun energizing "Power Beam"
- Metamorphising "Gravity Fireball"

Get ready for the new Irem America game that's catching the NES™ world by storm. MetalStorm.

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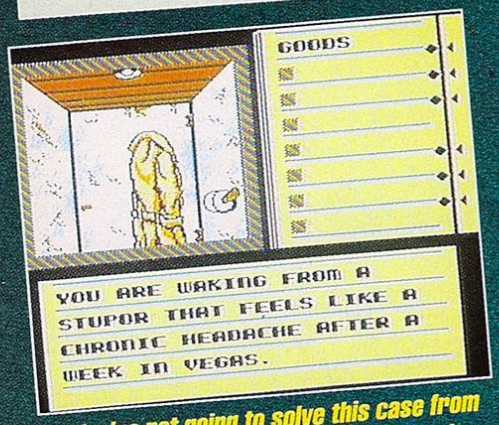
Déjà Vu

By C. T. Aslan

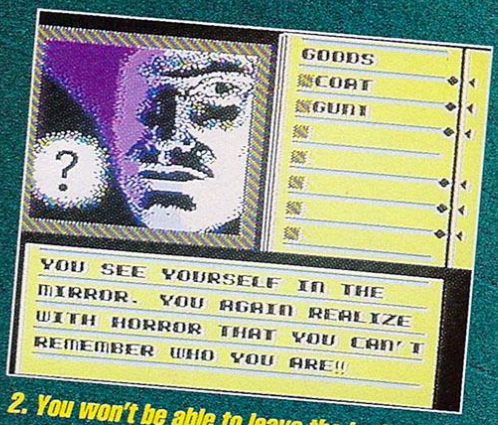
You groggily awaken from a stupor on the floor of a grimy bathroom stall. There's dried blood on your hands and a major pain in your head. You have no idea how you got into this predicament. You also have no idea who you are. The only thing you do know is that you better get some answers, quick!

So begins the 1940's murder-mystery, Déjà Vu, the latest adventure/puzzler from Kemco-Seika (creators of the 1989 hit, Shadowgate). Rather than describe what Déjà Vu is all about, we thought it would be better to show you. So here's a step-by-step guide to the first part of Déjà Vu:

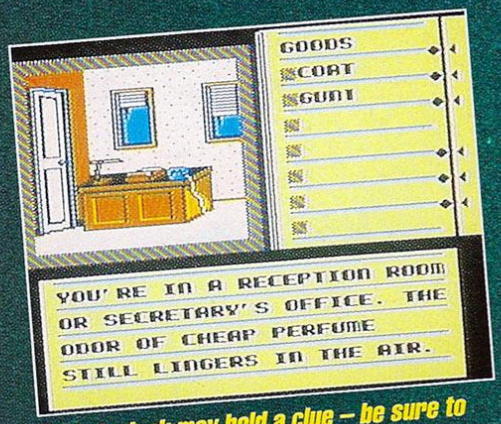
Déjà Vu by Kemco-Seika ($49.95 — Available 1st Quarter '91, 3 megs).



1. You're not going to solve this case from the men's room. Your first step towards figuring out this mystery is to open the stall door. Don't forget your overcoat and gun – two things every detective needs.

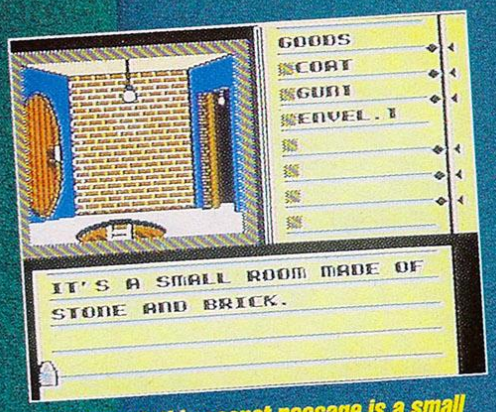


2. You won't be able to leave the bathroom without taking a look in the mirror. What? You say you don't recognize yourself? Sorry, bub, you'll have to figure out who you are on your own.

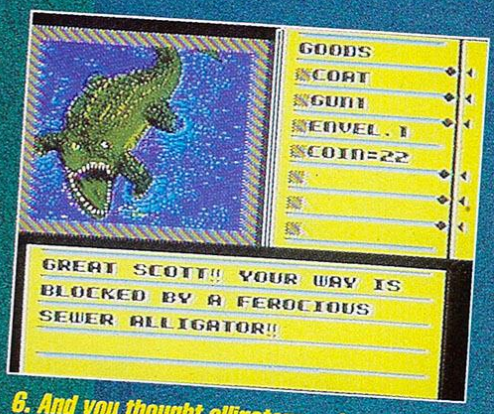


3. This desk may hold a clue – be sure to hold on to any notes you find.

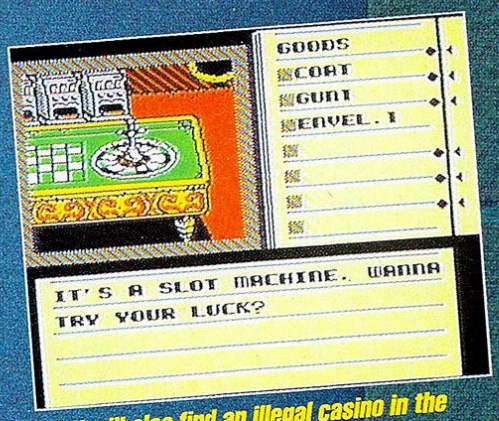
4. If you don't have the keys to the front door, the only way out of the bar is behind the wine rack. Hit the bottle to reach a secret passage.



5. Through this secret passage is a small room with a ladder that leads to the sewers. Be sure to check out the door to the left before you head down.

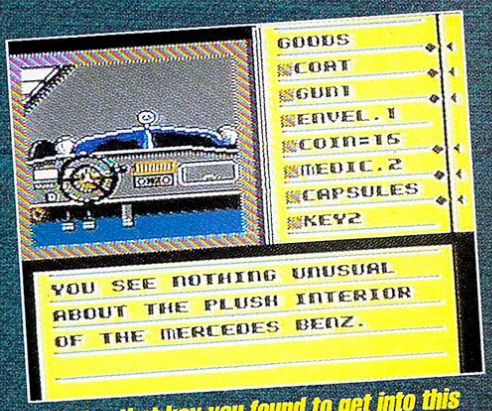


6. And you thought alligators only lived in New York sewers! Take a wrong turn in the underground and you'll meet one of the Chicago variety.

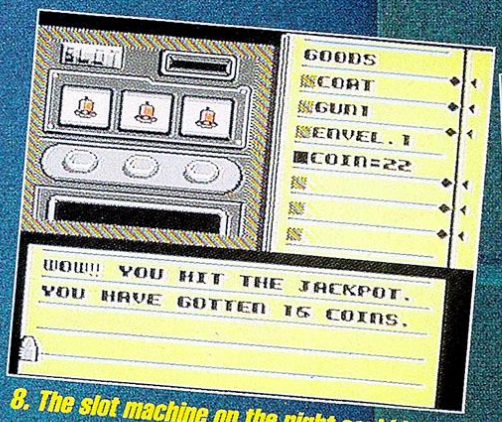


7. You'll also find an illegal casino in the underground. Obviously, it's closed for business right now.

11. Remember the locked door next to the secretary's office? You can enter that room from the fire escape. Why look...a stiff! What's a murder mystery without a dead body?

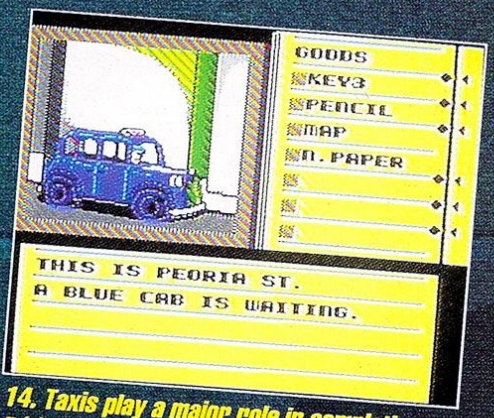


13. Use that key you found to get into this car. Now check the glove compartment.



8. The slot machine on the right could be very helpful if you're lucky.

12. From the fire escape, to the alley, to the front of the bar. Now what?



14. Taxis play a major role in completing Déjà Vu. After all, Chicago's a big city. Did you really think you were going to walk everywhere?

9. Behind the casino is a secret elevator. Hmmm... I wonder if it works?

10. Third Floor – Lingerie and Doctor's Office!

By Russ Ceccola

Magic is a key element in many video games, but it usually only appears in small doses. For instance, you might be able to toss some fireballs, summon a demon to do your dirty work, or possibly change into some weird creature. But in Magician from Taxan magic completely dominates the game. You can do everything from flying to heaving boulders to waking the dead in this challenging and fun role-play adventure.

A Merlin-wannabe

In this horizontally-scrolling, one-player game you become Paul, a young apprentice magician, who is on a journey to learn the secrets of spell-casting from the ancient masters. An evil wizard named Abadon decides to sow his oats in the peaceful Merlwood by unleashing a host of savage beasts to ravage the land. You have to make your way through eight deadly levels to Abadon's castle and defeat him by finding the four vials of earth, air, fire, and water and combining them to create the Ultimate Potion.

From Fireballs to Death Rings

Mastering the spells is the key to success. There are five classes of spells – Physical, Venom, Fire, Power, and Miscellaneous – 34 spells in all. You have to compose your spells, which is a little game unto itself. You build spells by combining runes, which you find along the way, to form spell names.You also have to discover spell names by talking with characters or by buying scrolls in shops. Once you know a spell's name, you can enter it into your book at any time, provided you have enough magic power called mana. The catch is that you lose mana when you build or cast a spell. But don't fret, because mana increases automatically as you gain experience.

Combine runes to build powerful spells.

Most spells are weapons, and you can regulate their power, up to level 4. The Backpack screen lists all your spells and also keeps an inventory of objects you find and stats on food, water, health, mana, and shields.

Stop by the tavern for some refreshing goat's milk to re-energize.

A Mystical Scavenger Hunt

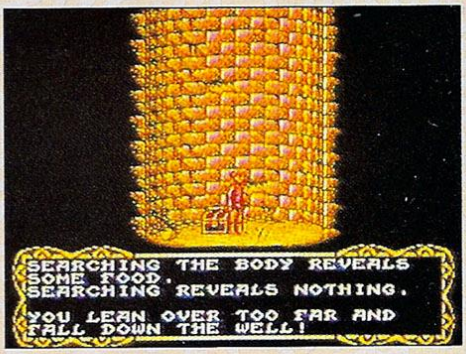
There are 31 objects as well as spells, potions, and scrolls hidden everywhere in Magician. Use the Reveal spell to find them. Search any place that looks like it might hide an object. Also, check out every fallen creature. In addition to helpful objects, you might find gold, food, water, and even treasure chests.

PROTIP: Check each creature and character that you beat for objects, food or water, and gold. Stand over the fallen character and press Down.

PROTIP: Search the tree to find the dragon's egg and a scroll.

You can enter buildings and search areas for objects. In the first two levels, there are a few guilds (bars) where you can listen for tips, shops with scrolls and food, and other residences. Check each and every door.

PROTIP: Use the Reveal spell to uncover a secret door in this castle. Inside is a merchant with some things you may need.



PROTIP: Go into the well to find a chest. Take everything from the chest and then use a power two Fly spell to get back out of the well.

Warriors and Pythonoplants

Magician is practically overrun with characters and monsters. An important thing to remember is to try to talk to all characters, unless they attack you. They offer key information and important items as well.

Magician is a real monster zoo. The Pythonoplant at the end of the second level is a particularly nasty bugger, but the other creatures such as the Fantomoids, Mazaratty, Bonejabs, and a Manubat are also lethal.

PROTIP: Talk to the peaceful warriors. They give you 500 gold pieces just because they're sick of all that "macho warrior stuff."

PROTIP: Defeat the warrior at the end of the first level with the Ven spell. Shoot at him from off the screen and listen for him to drop dead.

PROTIP: Use the Lightning spell to defeat the Pythonoplant at the end of Level 2. After defeating him, immediately cast a power four Featherlite spell, walk to the chest that the Pythonoplant drops, unlock it, and walk back to the safe ground. The Featherlite spell gives you just enough time.

YOU TALK WITH THE WARRIOR..
'HERE, HAVE MY GOLD. I AM
DONE WITH THIS MACHO WARRIOR
STUFF!'
A STONE CAUSEWAY STRETCHES
OUT IN-FRONT OF YOU.

PROTIP: You have to leap carefully in order to get past the Fantomoids without landing in the lake. Use mostly power two and four Jump spells, and use the Staff of Power to kill the Fantomoids.

It's Magic

Magician is a complex but enjoyable game that will keep you busy for days. The cart allows you to save four games with as many as 15 save positions within a game. This feature makes it easy to get to the tough parts without having to play the game all over again.

The variety of spells enables you to do practically anything and endows the cart with an extraordinary creative flair. Part of the fun is messing with them to see what they do. (I never found out what that dragon's egg was good for!)

If you want to add some magic to your life, try Magician.

Magician by Taxan ($44.95 – Available Spring '91, 2 meg + MMC3 and battery back- up).

GamePro Game Rating

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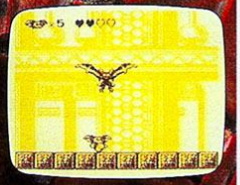

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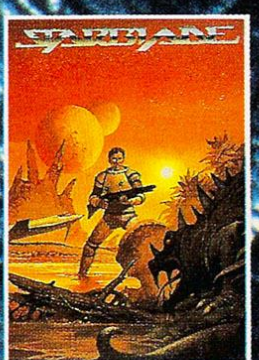

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Conquest of the Crystal Palace

By Abby Normal

Pssst...psst...hey, you. Yeah, you. Have you heard about Asmik's new one player adventure cart, Conquest of the Crystal Palace? You haven't? Well, you're gonna' miss out if you don't catch the news about this new multi-scrolling, action-packed cart, so listen to Prince Farron's outrageous tale of woe.

A Day to Remember

It was a real bummer of a day for Prince Farron. Some wigged-out dude named Zaras busted into his pad (the Crystal Palace, to be exact), blasted his parents into another solar system, turned his best friend, Zapolis, into a dog, and, to top it off, changed him into a 6 month old baby! Revenge would have to wait – it's tough to duel in diapers!

Now, it's 15 years later, and Farron and his faithful dog Zap (Remember Zapolis?) are out to destroy Zaras and restore peace and order to the Crystal Palace. It's a bumpy road as the pair travels through four fierce stages, complete with rugged mountain passes, spitting lava pits, and hungry ghosts, on their way to the Realm of Zaras (the fifth and final stage), where Farron will face the master of evilness.

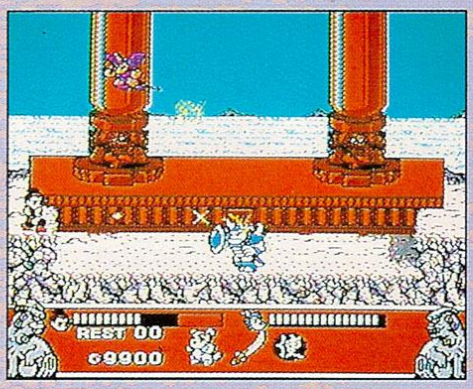
PROTIP: Three crystals are offered to Farron at the beginning of the game. Choose the Spirit Crystal for extra weapon power, which you need to get through the first stage. The other two crystal-items aren't vital for Stage One, and you can purchase them later.

Cash for Creeps

Each time Farron destroys an enemy he receives a coin. Don't pass up too much cash to save time. You need money to buy stronger weapons such as the deadly Boomerang Annihilator. Bargains are few and far between, and prices change constantly, so manage your budget wisely.

Zap's kenneled in the menu-screen, but just press Down and A to call him. His powerful doggie jaws are great for taking care of enemies in precarious situations such as on the edge of a cliff, but the rest of the time you may want to keep him penned up. Cute as he is, Zap buzzes around Farron like a fly making it difficult to see what's going on.

PROTIP: Stage One – jump up and down on the yellowish rock ledges to prevent them from crumbling.



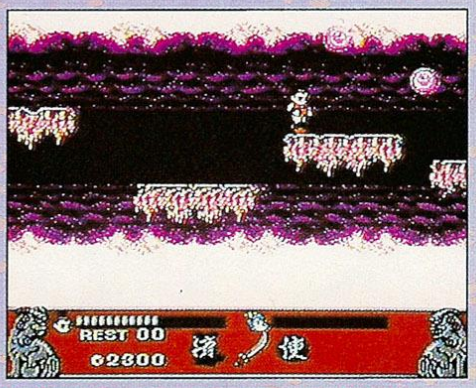
PROTIP: When Farron meets Kelix (Stage One's big boss) position him on the left corner of the wall (see screen). Kelix can't jump onto the wall, and Farron has a good, clear shot at him from that height.

PROTIP: Don't purchase weapons from the first shop. A short distance away there's another shop with cheaper prices and a better selection of weapons. It's located just past the second ledge of Stage One's nighttime scene. Be patient, it takes a good ten seconds for the platform to float down.

Catch the elevator to the second shop just past the second ledge of Stage One's nighttime scene.

Baptism by Fire

Certain creatures (such as the rock-spitting monsters) can only be destroyed with Farron's sword – special weapons won't touch 'em. It works both ways, though, as there are other creatures who can only be destroyed with magic. It's trial and painful error to figure out what works best on who, but, hey, that's half the fun!

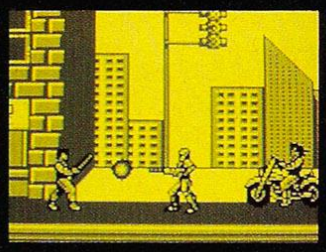


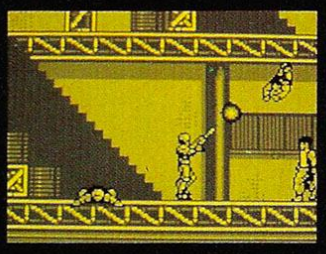
PROTIP: Smash open every pink bubble you can in Stage Four's Gateway of Flame. They contain temporary-shields, and you'll never make it out alive without 'em!

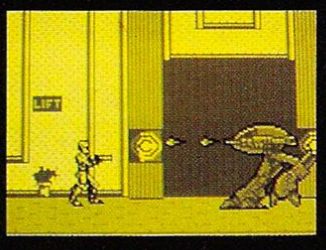
Conquest of the Crystal Palace is a hip-happenin' cart. Farron and Zap aren't the heftiest of sprites but the small details, such as Farron's blinking eyes, make up for it. This duo may be small in size but they're giants when it comes to action. With all the thinking and action this cart requires, it's crystal clear why you won't get bored with this one.

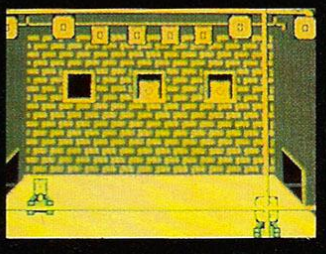
Conquest of the Crystal Palace by Asmik ($44.95 – Available now, 1 meg).

ROBOCOP









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Skull & Crossbones

By Doctor Dave

Yo, NES shipmates – or should I say "Yo, ho, ho!" – now you can become a pirate and set sail for a swashbuckling adventure in Tengen's Skull & Crossbones. As either One Eye or Red Dog, you pursue the Evil Wizard across oceans and over land to save yet another kidnapped princess.

Far Flung Adventure

In this action/arcade game, you jump around and slash your way through six 360-degree scrolling levels – three on-board ships at sea and three on land (at the Castle, Ninja Camp, and Wizard Isle). You get a built-in level select feature that's nice, but in this instance it takes away from the cart's overall challenge.

Sail to any stage.

Skull & Crossbones doesn't present an overwhelming challenge, but the non-stop fighting keeps you on your toes. If you need help, you can recruit a friend. Two player mode is fun, and it features a unique, split screen view.

Double your fun.

The graphics aren't very flashy, although you'll encounter a wide assortment of enemies and items. Before you even take a crack at the Evil Wizard, you run up against 23 different enemies including buccaneers, zombies, ninjas, skeletons, harpies, and even moles. You have to defeat at least 15 enemies to get to a boss. At the end of the seafaring levels, you cross swords with the ships' Captains. On land, you fight the Executioner, the Ninja Master, and Medussa.

Along the way, you can grab a treasure chest full of stuff – 23 items in all – including weapons such as swords, guns, and magic stars; health food in the form of grapes and fish, and booty, which you can cash in for more weapons. But look before you grab, Death hides nearby.

The princess in a familiar pose.

PROTIP: Defeat the Ninja Master in Level 4 by kneeling down in the far upper right corner of the screen and attacking him non-stop. He'll keep jumping into you until he's a goner!

PROTIP: Grab the red "S" on the three land levels. This is the Magic Star, a smart bomb which destroys all enemies on screen.

PROTIP: Conserve your weapons since they are few and far between. Also make sure your friend doesn't take all of the hidden stuff because once it's gone, it's gone!

Swab Your NES Deck

Skull & Crossbones is basic NES entertainment. It's fun and easy to play, but it won't keep you up nights. The cart's main plus is the non-stop action which at least gives your reflexes a workout.

If you haven't filled your quota of saved princesses, you might want to shanghai a friend and get after the Evil Wizard in Skull & Crossbones.

Skull & Crossbones by Tengen ($39.95 – Available Now, 1.5 megs).

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Buying a ship

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From outside the borders - The Mongol Horde waits for the perfect opportunity to invade. But these are the days when tigers walk as men. Join the band of outlaw heroes as they unite to defend the honor of the Empire from the evil tyranny of Gao Qiu and the might of the barbarian armies.

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Genghis Khan - Become the greatest warrior the world has known. Through battles and allegiances, forge the mighty Mongol Horde. With armies at your command, the empires of the world are tempting targets. Fight bravely to achieve the ultimate goal of world conquest.

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(a) a quick temper (b) the hit single "I feel for you!" (c) a bad smell (d) carving out an empire stretching from China to Europe in the 12th century

2) What famous gang defeated the evil minister Gao Qiu and restored peace to the Song Empire?
(a) Hole in the Wall Gang (b) Bandit Kings of Ancient China (c) Gang of Four

3) What was the epic describing the power struggle at the end of China's second Han Dynasty called?
(a) Romance of the Three Kingdoms (b) I Ching (c) Godzilla

4) Who terrorized and almost succeeded in unifying Japan in the 16th Century?
(a) Cowabunga (b) Nobunaga Oda (c) Godzilla

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Every month (November 1990-February 1991) 40 winners will be randomly drawn from all entries having the correct answers. These winners will receive a KOEI Game Player's T-shirt (approx. retail value $12). After all entries are received (postmarked no later than February 15) 50 more prizes will be awarded to winners randomly drawn from all entries having the correct answers. These winners will receive a KOEI Game, choice of title (approx. retail value $65). One grand prize winner will be chosen and awarded Sony's HandiCam (approx. retail value $1,000). Odds of winning depend on number of vaild entries received. Judges decision is final. Not responsible for lost, late or misdirected, incomplete or illegible entries. Winners will be notified by mail. Total approximate retail value of all prizes $5,000. Sweepstakes open to U.S. residents except employees and families of KOEI Corporation, Ltd. All prizes will be awarded. Limit one prize per household/family. No substitutions or cash equivalents. Taxes, if any, are the responsibility of winners. Sweepstakes void where prohibited, taxed or restricted. Winners agree to the use of their names and likenesses for publicity and advertising purposes without additional compensation or permission. (For winners list, send a SASE to same address. Available after March 1, 1991.)

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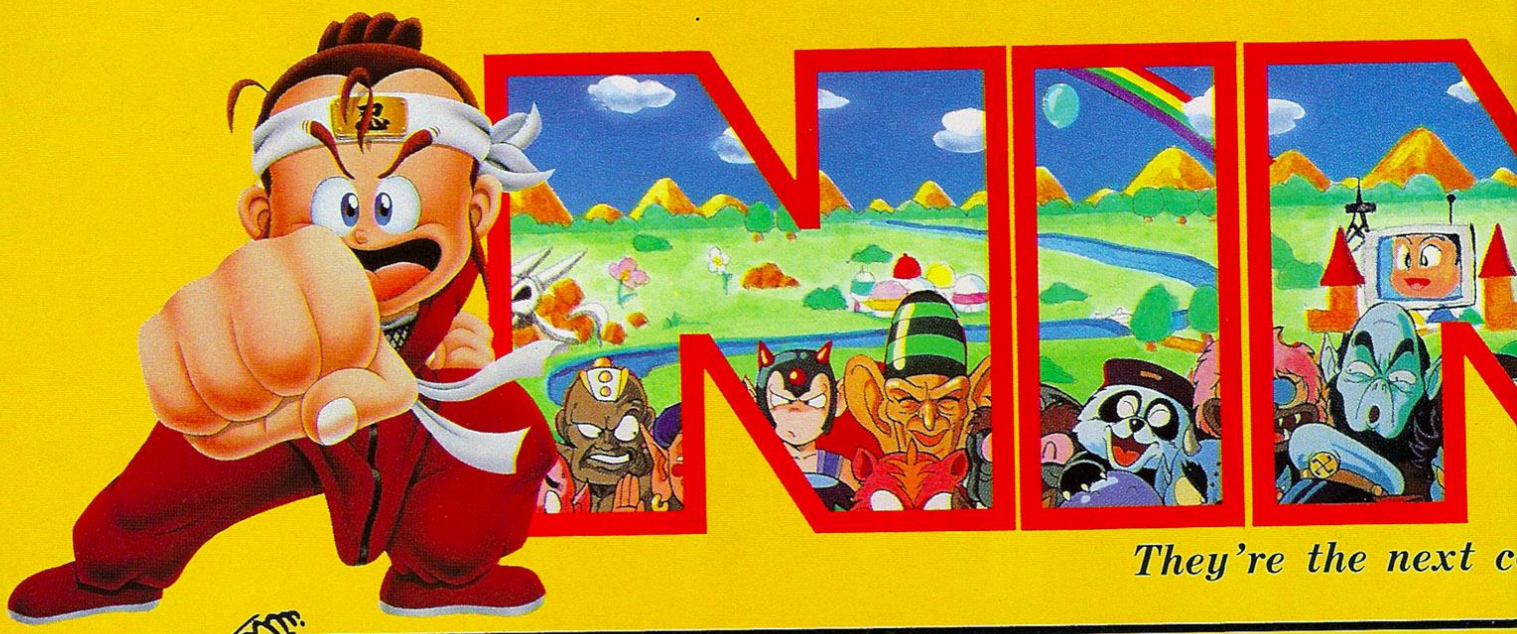
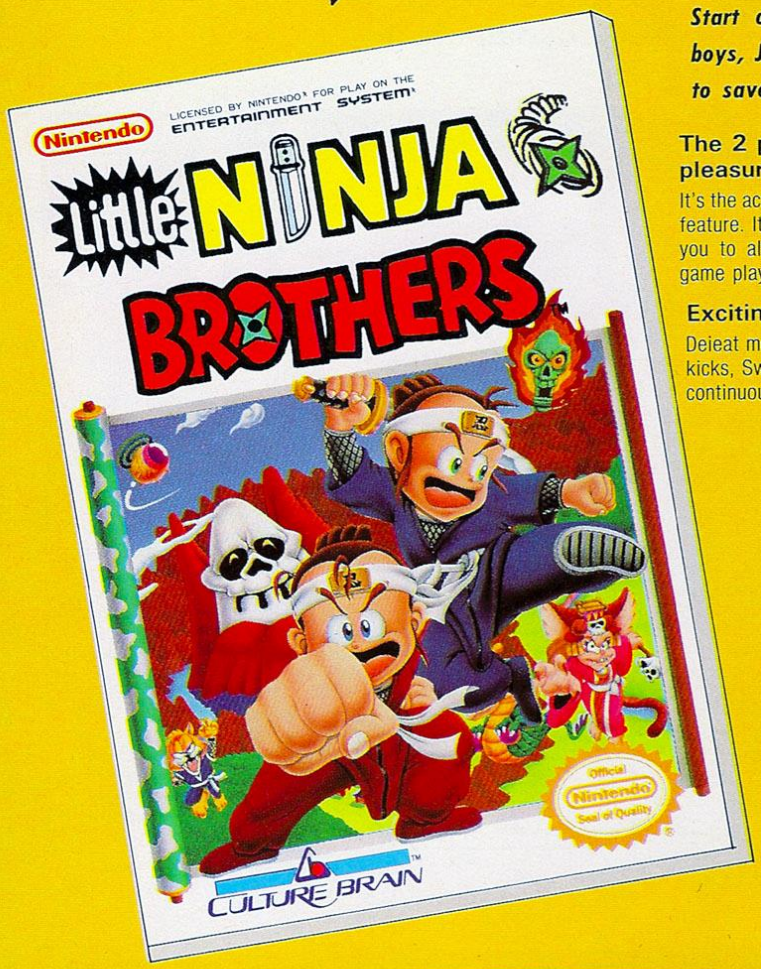


They're the next c

For Nintendo Entertainment System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Little NINJA BROTHERS
CULTURE BRAIN
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Start out on a journey. You are spirited Ninja boys, Jack and Ryu. Now, go out on your journey to save the once merry world, Chinaland !

The 2 player feature will double your pleasure !

It's the action role playing (RPG) game with a 2 player feature. It also features the new system that allows you to alternate the players in the middle of the game play.

Exciting ! Hilarious Ninja action !

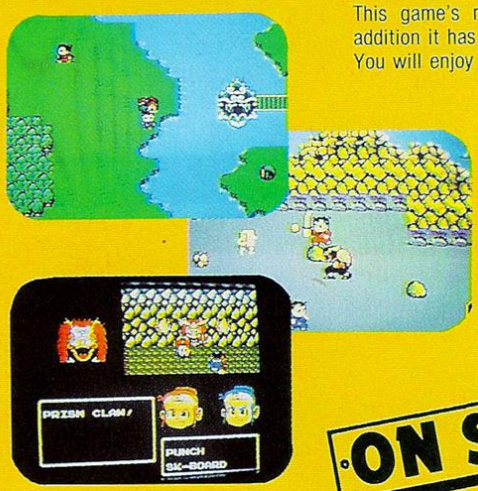
Deieat monsters with various skills such as punches, kicks, Swords, and throwing stars . . . which can be continuously up-graded.

A jolly story full of humor

It'll make you laugh throughout the game. Pu curious incidents in Chinaland that'll lead yo thrilling and delightful adventures !
Humorous allies and enemies will appear one another.

Get together for the field meeting !

It's an extra and completely independent featur the main game play.
Compete with your friends in six different kind events.
This game's main feature is long-play actio addition it has the field meet mode.
You will enjoy this game many times over.



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test 'Ninja Action' games
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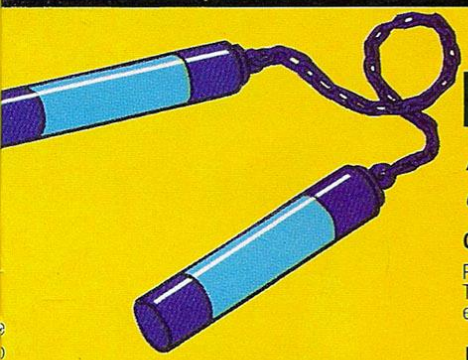

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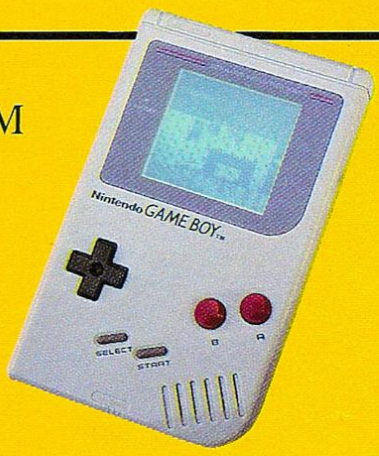
Anywhere, anytime, hilarious Ninja action ! The adventures full of mystery and excitement !!

Collect items to up-grade your power !

Punches, kicks, and throwing stars . . .
The items increase your power continuously. Defeat the enemies with various kung-fu skills !

Humorous enemies will appear one after another

Amusing attacks by the enemies will challenge you. Forceful monsters and sturdy fighters . . . Can you deteat the ultimate boss, DRAGON SHOGUN ?



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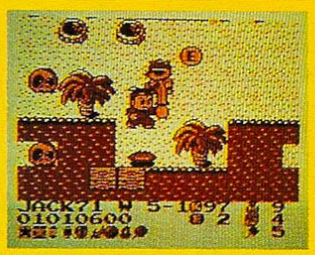

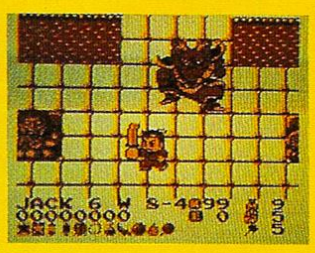

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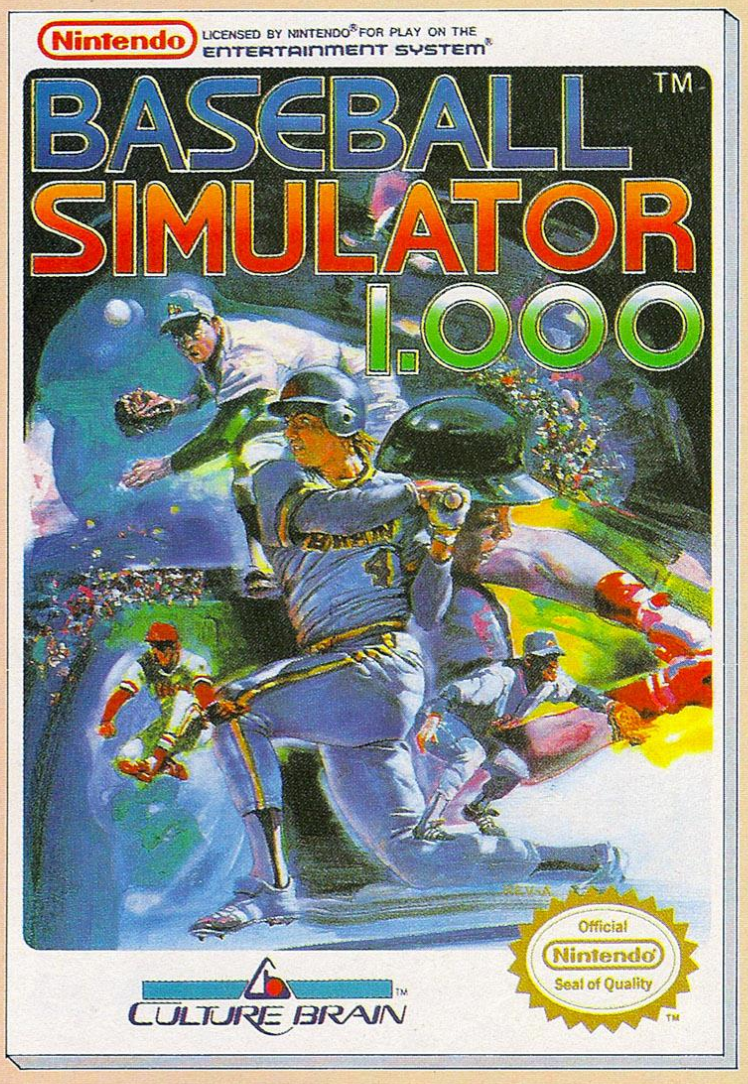
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Perfect Simulator

Play the game your way.
Make a team of quick runners for a fast-tpaced game. Create players with awesome power for an all-out Home Run Derby. Or give your team the hottest hurlers for an intense pitching game. No matter what kind of game you want to play, it's all possible.

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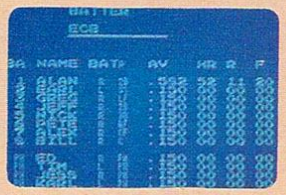
Start with a full team of 12 batters and six pitchers. Then, you decide what kind of team to make. Enter the exact stats you want for a winning team. Use the latest major league stats, make an all-star team, even enter yourself as the star. With six programmable teams, you'll have a whole league of your own.



① FULL EDITING FOR UP TO SIX TEAMS.
Play ball with your favorite major league stars, heroes from the past, fantasy leagues-even enter yourself as the star! Enter team and player names, and all the important stats for your very own team.

② A COMPLETE, SIX-TEAM, 165-GAME PENNANT RACE.
Play a full length season with six teams, for 5, 30, 60, or even 165 games. Follow the teams and players through the season-monitor their stats, even get top-10 rankings in batting and pitching.

③ FULLY AUTOMATIC SIMULATION.
Simulate a full season based on statistics. The season can be played automatically, while you can enjoy following a team through its games. And by editing team and player abilities, it's a full-auto simulation

④ THE HILARIOUS FEATURES OF ULTRA PLAY.
Add a whole new dimension of fun to baseball with the wacky Ultra Plays. Throw pitches that disappear or speed up in mid-air. Fight back with hits that explode or knock out the fielders. And catch them by leaping hundreds of feet in the air. With the six teams of the Ultra League, you'll play baseball like it's never been played before!

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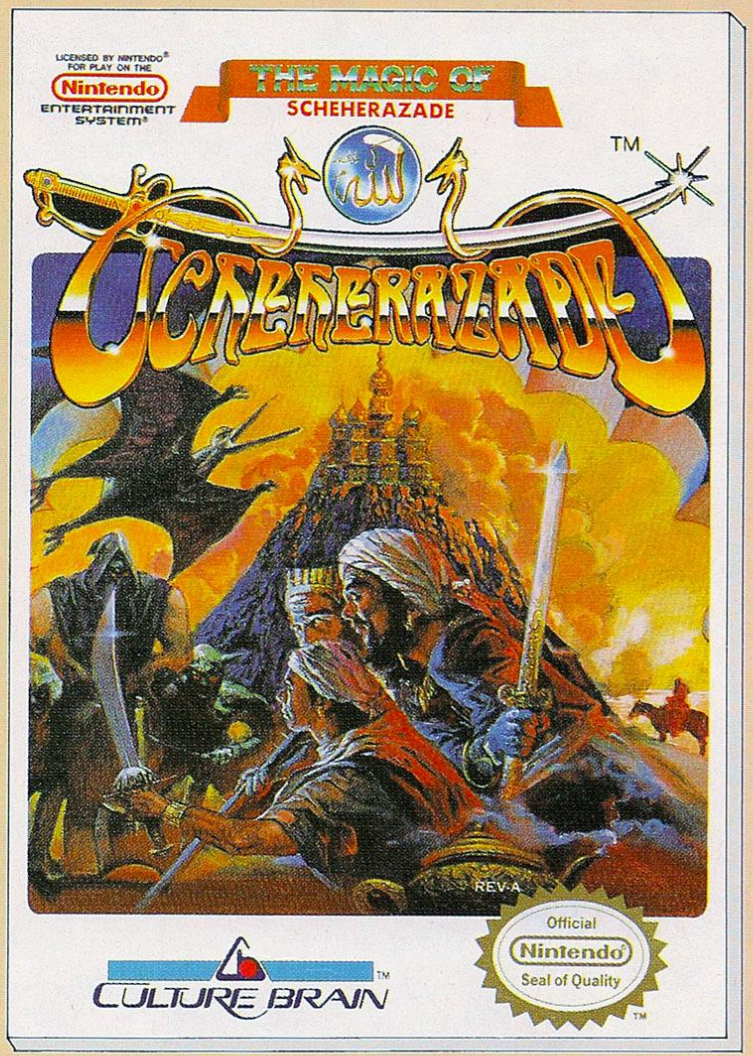
MES ARE GREAT?



The responses are phenomenal.

Since it's introdrction, "Scheherazade" has been a rave amongst the fans.
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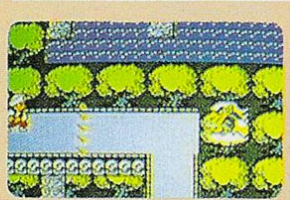
"I really enjoyed the game called 'Scheherazade™'. I really like adventures and this one was the best I've ever played."
"The Magic of Scheherazade™" is by far the most beautiful, magical, exciting and entertaining video game I've ever played"
"Thanks so much for your delightful, logical, beautiful game"



① *FIVE CHAPTERS OF MAGIC AND MYSTERY, OVER 750 DAZZLING SCREENS.*

Unprecedented scale, challenging puzzles, and intense combat, unlike anything else. And a finale full of awe and wonder. The world of Scheherazade is an adventure full of glory.

② *ARTIFICIAL INTELLIGENCE ENHANCES THE GAME EVEN MORE !*

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Seel out your trusty companions and invoke an astonishing variety of magical spells.
Through the past and the future, you are the hero, battling the sinister forces of evil.

④ *GRAPHICS AND SOUND FROM A WORLD OF FANTASY !*

With stunningly beautiful visuals and a musical soundtrack that will captivate your imagination, The Magic of Scheherazade is a gaming experience that' ll leave you spellbound !

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CULTURE BRAIN™

PYRAMID

Charlie T. Aslan

They're mind-boggling, perplexing, challenging, and maddening! They're also available at a cost below that of a regular NES cart. If you're in need of a puzzle game fix, these two latest titles from independent NES publisher American Video Entertainment could be just what you've been craving.

Pyramid

The first game is a Tetris-clone called "Pyramid." Pyramid is similar to Tetris but without the Russian; the background music sounds Egyptian, and the border graphics are of a sphinx. But there are also key differences that make Pyramid unique enough to entertain even Tetris diehards.

The object of the game is simple. Your game board is an upright rectangle. Within this rectangle, puzzle pieces drop from the top to the bottom, one at a time. As each piece falls you must twist and turn it so that it fits with the pieces that line the bottom. When a row is completely filled (without any gaps) it disappears, and the rows above it drop a notch. Sound familiar? Tetris has the same object. Also similar is the way the pace quickens as you eliminate completed rows.

But now, the differences. Pyramid's pieces are angular rather than blocky. There are triangles (two different types), small rectangles with a corner missing, and squares with a quarter missing. Because of the angular nature of the pieces, you can only eliminate two rows at a time maximum. In Tetris, you can wipe out anywhere from one to four rows at one shot.

The other difference is the addition of bombs. Pressing the B button and Up simultaneously causes a bomb to fall slowly from the sky. Then, you can guide it to a target, ideal for destroying sections that were constructed incorrectly.

Wipe out your mistakes with bombs.

PROTIP: You'll gain an extra bomb if you complete two rows at once.

Pyramid picks up speed every time you complete 20 rows. And in this game, there are no "Tetrises" to save you.

Pyramid by American Video Entertainment ($39.95 – Available Now).

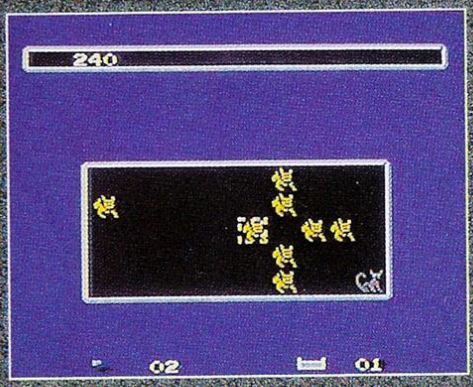
GamePro Game Rating

KRAZY KREATURES

You can sum up Krazy Kreatures in a few words: "Pick 'em up and put 'em down." Animals and other assorted critters fall from the sky onto your playing field. When they land you've got to grab them with your transporter, pick them up, and move them next to some of their own kind. When you've corralled a row of three, four, or more similar creatures, double tap Button A and off they go.

The goal here is to keep moving creatures off the screen before more creatures fill it up. Once you run out of spaces you're history! You need at least three similar creatures in a row to get rid of them, but some critters require four in a row to go – humanoids require five, monsters need six, and so on.

You'll rack up big bonus points if you clear the entire screen. A timer (a tapping foot) starts ticking once the last of the creatures has landed. The round ends when time runs out. The only way to lose the game, though, is to get overrun by critters. And as you clear each level, the creatures come more quickly. Soon, obstacles start to appear, and you find yourself searching desperately for a space to place a creature.



PROTIP: Set up animals in groups of two, one space apart along the same row. Then fill in the gap with a similar animal to send five off at once, and net big bonus points.

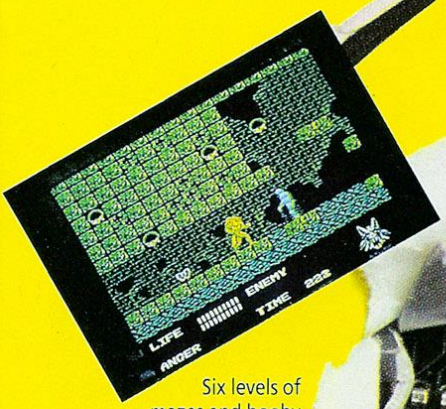
Krazy Kreatures can be played solo, head-to-head against a friend, or cooperatively with a partner. It also contains a bonus game called "Klux." It uses colored squares (like the Atari game, Klax), but these squares land on the playing field just like the creatures in KK. The game has the same objective as KK.

Krazy Kreatures is a fun diversion that quickly turns into a maddening exercise in survival. By the time you reach the tenth level, your sweaty fingers will be slipping off your control pad. This cart takes more fast movement than actual strategy. Move 'em out!

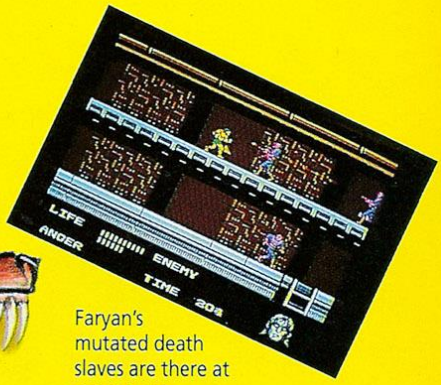
Krazy Kreatures by American Video Entertainment ($39.95 – Available Now).

GamePro Game Rating

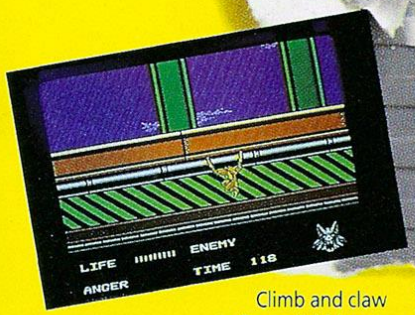
WEREWOLF
THE LAST WARRIOR™



Six levels of mazes and booby traps protect Faryan.



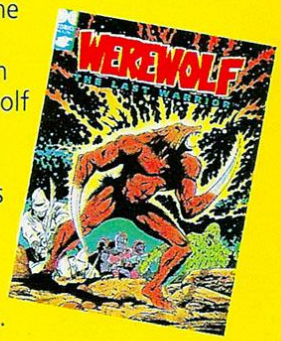
Faryan's mutated death slaves are there at every turn.



Climb and claw your way to Faryan's hideout.

FREE COMIC BOOK!

Live this chilling story – from the source of *Werewolf's* mighty powers to the history of Faryan's evil – in the first-edition Werewolf comic book. It's a hot collector's item – and it's yours **FREE** inside *Werewolf, The Last Warrior* from Data East.



MORE ACTION THAN A CARTRIDGE CAN HOLD!

The world's been destroyed by Dr. Faryan, a possessed and twisted madman.
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And when he finds Faryan, the fur and fangs will fly.
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Slammin' action for your Nintendo Entertainment System.

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G.I. JOE

By Mongoose

Jeepers – it's G.I. Joe! And he's parachuting into your T.V. screen via the NES. It seems the Cobra Organization has terrorized the world for decades. Now the G.I. Joe Team is mad, and they're not going to take it anymore!

Ahead of the team lie six levels of vertically and horizontally scrolling shoot-em-up combat action for one player. Each level has three different areas. In the first, the crew has to fight across hazardous terrain ranging from the Amazon jungle to the Antarctic snows. The second area of each level, the Mission Zone, is a maze where the team must find and set a certain number of bombs before they can clear out. In the final area the Team battles a big, bad boss.

Joe Knows G.I.'s

The G.I. Joe Team consists of five crack agents, each with different strengths and specialties. During each mission you get to control three members of the Team – the computer selects the team leader and then you pick two other G.I. Joes. For example, Capt. Grid-Iron, a former West Point quarterback, packs a mean punch and specializes in hand-to-hand combat – great for close quarters fightings. Blizzard led an experimental security team in Greenland and specializes in arctic attack techniques – he'll captain your Antarctica squad. Each team member can jump, climb, and fight hand-to-hand as well as fire a weapon.

PROTIP: Get to know your team. Each G.I. has different skills and is best-suited to different combat situations.

PROTIP: Don't forget that each G.I. can toss grenades. These are great when you have to get at an enemy who's above you.

PROTIP: Remember that you can use your fists or use your weapon, but not both at the same time. Check out each G.I.'s strengths and use what works best, but remember: your ammo's limited. For example, when you're fighting the boss at end the end of Level 2-3 and you've got Capt. Grid-Iron on board, his punch may do more damage than your other Joes' weapons – and he won't run out of ammo.

During a mission you can swap G.I.'s as needed. If you reach a tricky jump, switch to the best jumper. Facing a nasty boss? Find the team member who can do the most attack damage and put him in the middle of the action.

Anyone for Spam?

Along the way your Joes can snag all kinds of helpful power-up items including Ammo, K Rations, and even a Bullet Proof Vest.

PROTIP: Grab weapon symbols to power-up your characters' weapon power, up to four levels. Also try to keep your characters powered-up themselves (if you lose them during a mission they lose one power-up). They must be strong during the later levels.

PROTIP: If the G.I. you're using loses all his energy, you lose him. Try to switch. If he's even got one energy bar left, you can power him up later on when you reach a flashing K Ration.

You'll also find vehicles such as the Cobra Pogo and a copter called the Cobra Interrogator hidden in different levels. Climb aboard and enjoy the ride because you're invincible when you're on board, and each vehicle is equipped with special weapons.

PROTIP: Use the Cobra Interrogator on Level 2-2 to reach the bomb in the deep pit.

PROTIP: Use the Cobra Buzz Boar to easily make it through Level 2-3 by zooming across the top of the screen – but remember, you won't grab many power-ups this way!

Missing in Action

Combat-wise this game is inconsistent, with very difficult areas and very easy areas – it's not up to par with some of the challenging combat carts currently on the market. However, figuring out which members of the Team to use in which situations is fun, and the maze-like Mission Zones combined with the standard run and gun scenes make for an entertaining mix. Come on, you knew G.I. Joe, an American original, was bound to hit a video screen near you sooner or later. Just an average video challenge for an average Joe!

G.I. Joe by Taxan ($49.99 – Available Spring '91, 3 megs).

GET A CLUE.

Official Nintendo Seal of Quality

PUZZLE

Is to baffle and disturb mentally. To confuse, confound, bewilder and befuddle you. Are you up for this type of challenge? Can you put such pieces within this game together? Figure out this SNK Role Playing Game. A shield, a necklace, pendants and rings. These are possessions you'll want to bring. Visit the towns and GET A CLUE. This will help to get you through. Tornel and Stom will test your strength. When you finally meet Draygon, you've travelled at great length. There's just one way to clear your doubt, call SNK to figure this game out. Here's one more hook, fill this out and I'll send the book.

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Castle of Illusion starring Mickey Mouse

By The Bohemian

Mickey Mouse has been spreading smiles across faces around the world for more than 50 years, but even at 50 (that's pretty old for a mouse!) this humble fellow's still got a spring in his step and a soft spot in his heart for his best gal, Minnie. And it's a good thing Miss Minnie's got a mouse like Mickey on her side, too, 'cause now she's in big, big trouble.

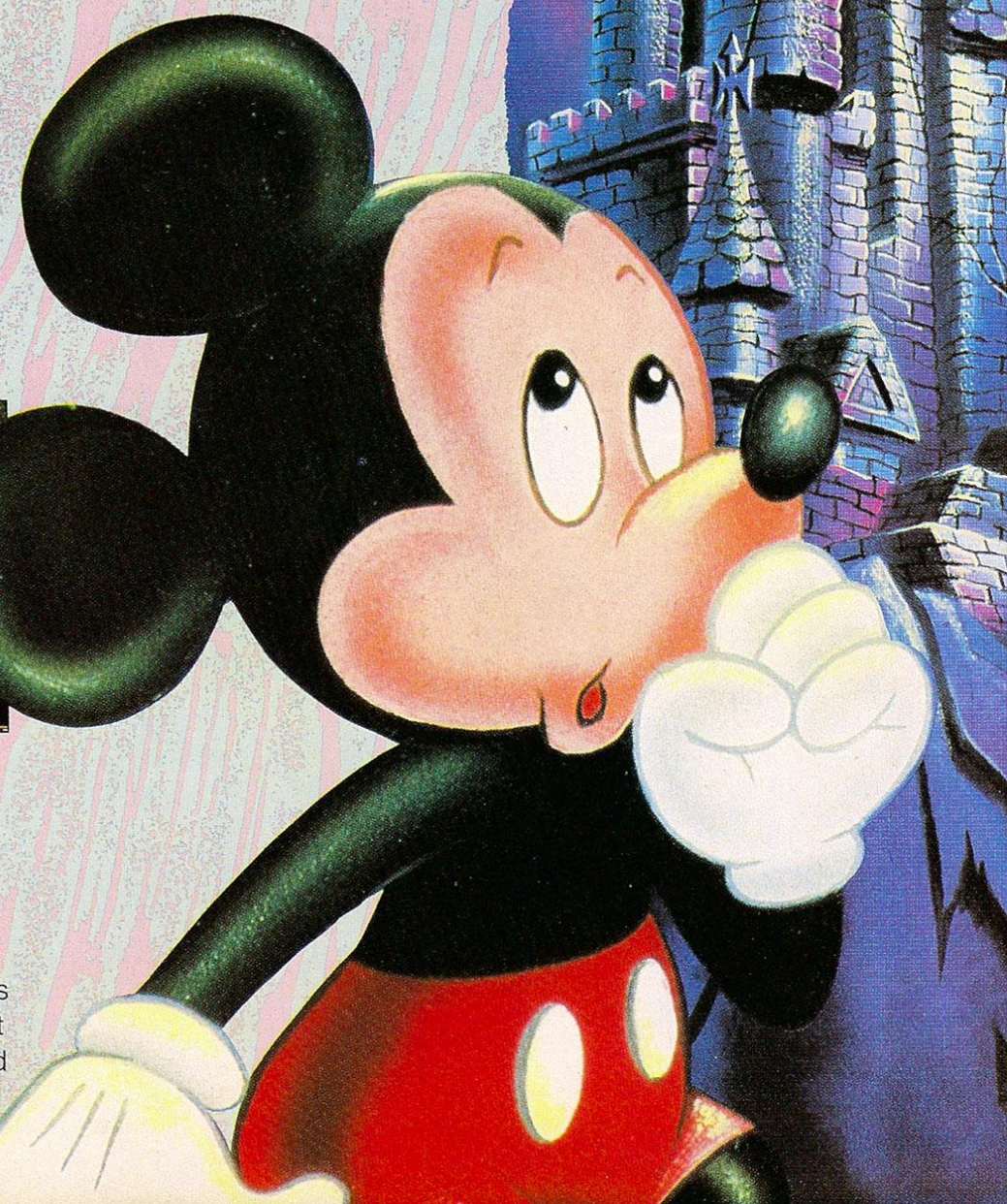
Jealous of Minnie's beauty a mega-ugly witch, Mizrabel, has mouse-napped her and is keeping her locked up inside the wicked Castle of Illusion. Of course, Mickey makes a beeline to the castle, but when he arrives he discovers a confusing hallway of doors. Each time Mickey opens a door he becomes trapped inside a strange and dangerous world. He must find his way back out again, and if he does, he's rewarded with colored gems. If Mickey doesn't collect all seven gems, scattered throughout five different worlds, he won't have enough power to battle Mizrabel, and Minnie will be lost forever! If you want to know how this all gets resolved, then tune into Sega's new one player Mickey Mouse adventure, Castle of Illusion.

Mickey's a real swinger.

Bogus Door Prizes

Door number one thrusts Mickey into a colorful forest filled with suspiciously enchanting creatures. As he soon discovers, beneath the glossy exterior lies a cloak of Mizrabel's ugly-magic, which has transformed all the creatures of the forest (including trees, mushrooms, flowers, and even butterflies) into deadly enemies. Mickey's only means of defense are throwing items (such as apples and balls) and his special Bounce Attack – activated by pressing Up and Down on the control pad. Even if he makes it through this spooky forest, it doesn't mean he's out of the woods, yet!

PROTIP: Jump down from the second angled ledge in Level One (see above screens) and go underground. The first



passageway to the left has a false wall which Mickey can pass through. At the end of the passageway there's a variety of bonus goodies.

Revenge of the Toy Soldiers

Even the most welcoming toy store, chockablock with hundreds of goodies, becomes a living nightmare when you're a little guy like Mickey. It's a nightmare indeed when Mickey enters the topsy-turvy world of Level Two's "toy land," where airplanes bombard him from above, soldiers stalk him from every direction, and juggling clowns on unicycles try to run him down!

PROTIP: Use the upside down/right side up feature in Level Two to Mickey's advantage. If Mickey's inundated by toy soldiers and clowns, make him leap onto an arrow. When the screen flip-flops Mickey stays put, but everybody else, except the toy airplanes, crashes to the floor (or the ceiling) and disappears!

Webs of deception.

PROTIP: To avoid getting crushed by Level Two's boss place Mickey in the far right hand corner in a crouching position. Next, simply wait for the boss to shoot the springs out of his hat and then use one of them as a launch pad for a Bounce Attack to the head. Repeat this pattern about eight or ten times. P.S. You can also throw items at bosses though that isn't nearly as effective as the Bounce Attacks.

Castle of Hassles

Throughout the next two legs of the castle quest (Levels Three and Four) Mickey finds himself caught on crumbling log bridges, inside the bowels of a subterranean aqueduct system, and, finally, atop the danger-filled shelves of the Study Room, complete with strategically placed cups of tea (fortunately Mickey can swim) and a mysterious bottle of spilled milk.

If Mickey manages to get past the perilous challenges of the "skeleton piranhas," raging flash floods, and runaway apples in these two levels he'll possess nearly all the crystals he needs to save Minnie.

Milky Mouse!

PROTIP: In Level 3-1 there's an underwater stream that carries Mickey right to the Exit door. The stream is at the bottom of the ledge that's just after the second (crumbling) log bridge. Dispose of the skeleton piranha before Mickey jumps into the water. Then Mickey need only swim a bit to the left, and the current does the rest.

PROTIP: To defeat Level Four's boss, position Mickey on the center cake. From this vantage point Mickey can avoid direct hits from the monster when he leaps out of the water. It's also a prime spot for Mickey to launch into a Bounce Attack and come down on the monster's vulnerable head.

Going Batty

The fifth and final level takes place inside the castle. Axe-brandishing knights charge at Mickey as he attempts to make his way into the belly of the dungeon where poisonous, bubbling waters await him. Then Mickey enters a deadly clock tower where he must climb aboard gigantic gear wheels and pendulums to reach the top. The climb gets hairy when Kamikaze bats try to knock him off balance.

PROTIP: Keep a close eye on the face of the clock tower boss. When he grimaces it means he's about to take a swing at Mickey. Stand in front of the boss and use his grimace as a signal to launch into a Bounce Attack on his head.

Castle of Illusion is such a feast for the eyes you may want to just hit the Pause button and enjoy the scenery for a while. Every level features both charm and, in varying degrees, challenge. No detail has been spared – from the kitschy Disney-style music right down to Mickey's tail-swishing antics. However, what's really tough to take (though it's realistic) is the sound of little Mickey screaming when he falls into a hole or off a cliff.

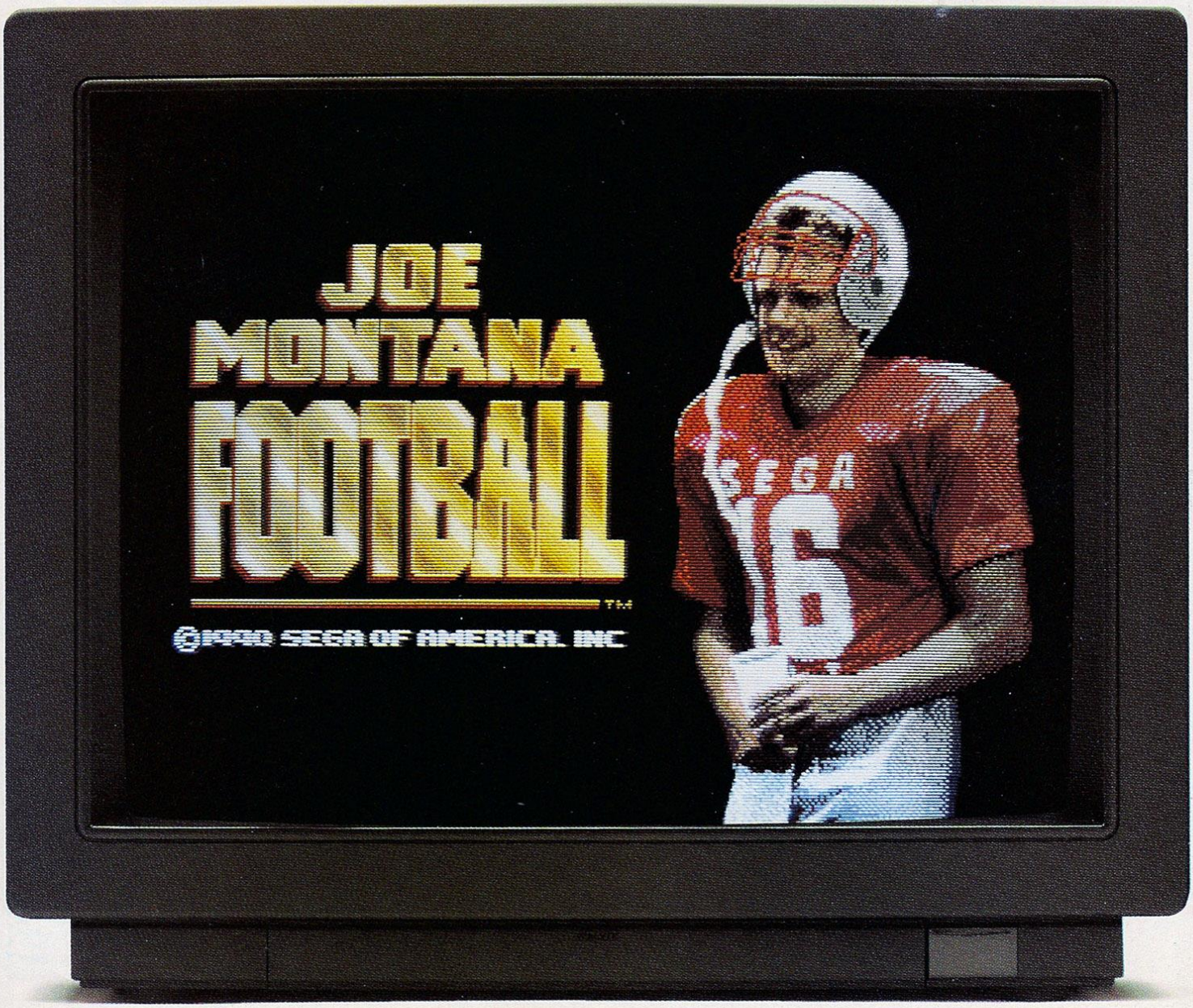
It doesn't matter if you're young or old; if you know Mickey Mouse, you'll find this cart's a treat for all ages.

Castle of Illusion – Starring Mickey Mouse by Sega of America (Price Not Available – Available Now, 4 megs).

GamePro Game Rating

GENESI
JOE MONTAN

INTRODUCING THE ULTIMATE HOME VIDEO FOOTBALL GAME.



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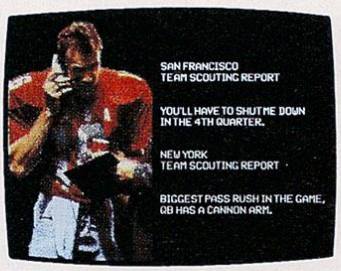
SAN FRANCISCO
TEAM SCOUTING REPORT
YOU'LL HAVE TO SHUT ME DOWN IN THE 4TH QUARTER.
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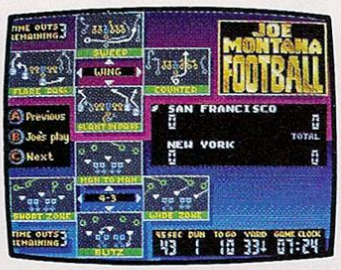
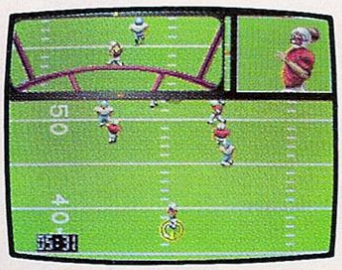
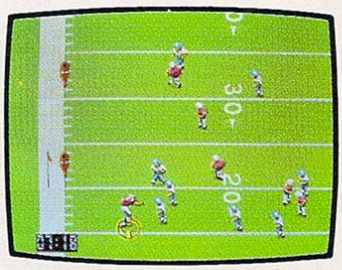
1. Get your scouting info direct from Joe. All the inside information on all the teams. Go for the win!



2. Play select screen. Try a draw play, flare pass or maybe go for a bomb. Joe Montana even gives you his favorite play!



3. Check out your receivers through the face mask view at the top of the screen and find the open man. If the defenders are playing back, hit your receiver on a short slant for a big play.



4. Make the catch! Stiff arm defenders as you sprint downfield for the touchdown.

Who better to design the ultimate football video game than the Pro Quarterback of the Decade, Joe Montana. And Joe chose Sega™ Genesis™ because only its 16-bit power could create the lifelike animation of real passing, running, receiving and blocking. After months of working closely with our programmers in the development stages, Joe Montana Football™ is here.

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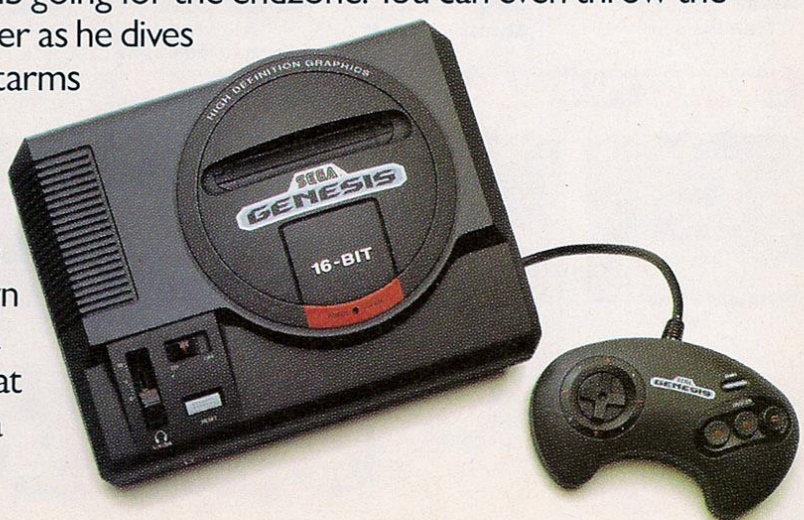
Call audibles at the line of scrimmage. As you take the snap, you see your receivers run their patterns from a quarterback's perspective looking through his face mask. You decide whether the pass is a bullet or a long bomb going for the endzone. You can even throw the ball away. And you also control the receiver as he dives for the ball, or runs downfield and straightarms defenders. As the game clock runs down, dive for first down yardage. There's also halftime and end-of-game stats, delivered by Joe. Or, play the "two minute drill" and see if you can score a touchdown in just two minutes—in true Joe Montana style. Football couldn't get more real. What else would you expect from Joe Montana Football.™ You can't do this on Nintendo.®



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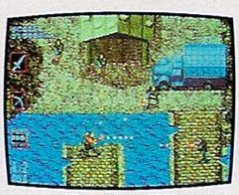
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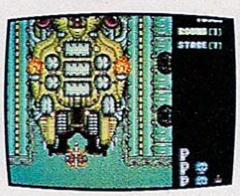
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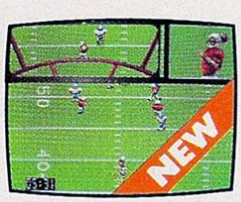

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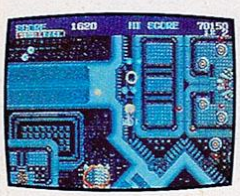
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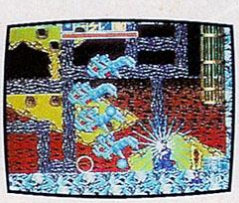
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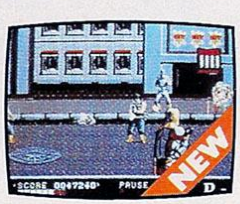

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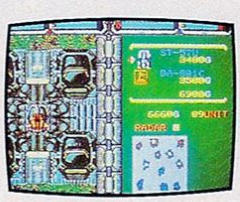
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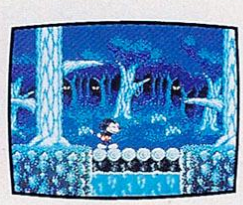
The Castle of Illusion™
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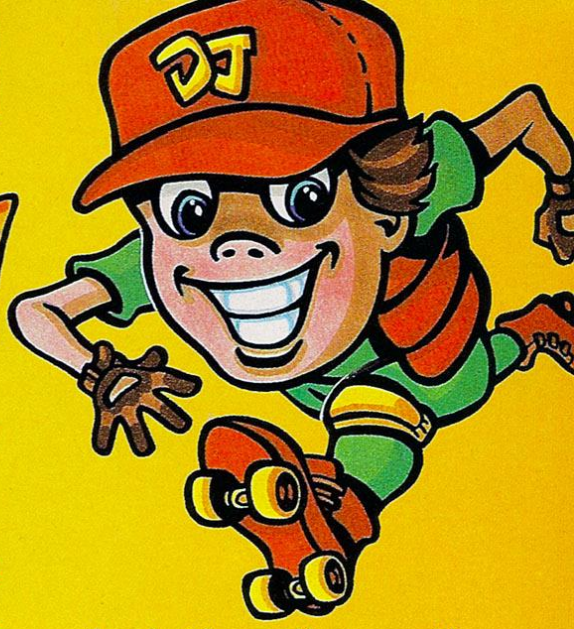
By Andromeda

D.J. BOY



Welcome to Cigaretch City! It's a nice place to visit, but you might not want to live there – that is, unless you're a fan of Rollergame. Rollergame involves strapping on a pair of roller skates, in this case the skates of D. J. Boy, who tours the world as a roller fighter. Now he's ready to take on the Dark Knights, reigning champs and bad creeps of the Rollergame scene.

D.J. Boy, based on the arcade game of the same name, features six rounds of hard-hitting, hard-skating, horizontally scrolling, one player action. The object of the game is simple – survive to the end and crown yourself Rollergame champ. Play is based on the "damage" system. You've got one life to live, until you can purchase a 1-Up, and your life is over when your life meter reaches zero.

Skate, Rattle, and Roll

All the skating takes place in Cigaretch. Skate down the different city streets, along Casino Row, on top of a building under construction, and even through the sewer. Each round features different obstacles and adversaries, from Round 2's cones and cannon balls to the exploding clowns and unicycle patrols of Round 3.

You'll have to look sharp to maneuver through each round. Besides the ability to skate in all directions you can also punch, kick, jump-kick, and kneel and punch in two directions at once. The jump-kick is your most powerful move.

Along the way you'll literally run into the Dark Knights. Each member of this motley crew packs an unusual punch and a different move. For example, Honey looks sweet, but she'll toss deadly bombs in your direction.

At the end of each round some of the wildest bosses you've ever seen on a screen are waiting to beat you and it takes a unique strategy to beat each one. At the end of Round 5 you'll have to fight each of the four bosses once again!

PROTIP: Beat the Round 1 boss with well-timed jump-kicks to her head. Just remember to dodge the pies she tosses at you.

PROTIP: The Round 2 boss stops dropping cannon balls after a while. Until then dodge them to minimize your damage and then go after him with jump-kicks to his head, while constantly jumping to avoid his punches.

PROTIP: Use the jump-kick on Round 3's clown bosses. Just jump to dodge the small clowns – they don't fight, but they do explode.

PROTIP: When you fight Round 4's Dark Knights roller champ use a straight kick and a punch to beat him.

PROTIP: Use the jump-kick to beat Round 6's martial arts mama.

During each round you'll earn coins and points by beating the different gang members. The only power-ups available during the rounds are a few burgers for extra energy.

PROTIP: This guy often carries a tasty Hamburger that'll max out your life meter.

If you beat the round boss you get to take your stash of cash to the store to stock up on power-ups. Goodies for sale include Hamburgers, super fast skates, speedy punches and kicks, extra punch and kick power, a protective helmet, and 1-Ups.

PROTIP: Save your cash for burgers and 1-Ups.

Let's Hear It for the Boy

D.J. Boy is Kaneko's first title for the Genesis, and it's a winner. The arcade style action and amusing graphics make for an entertaining time. A minor complaint – the rounds are uneven. That is, the bosses are tough, but the rounds themselves are easy. You work hard to figure out how to beat a boss and then breeze through the next round, only to get stuck at the next boss.

If you're looking for arcade-style thrills and chills, D.J. Boy keeps you rolling along.

D.J. Boy by Kaneko (Price Not Available – Available Now, 4 megs).

GamePro Game Rating

SINISTRON

By Jim Luberda

Don't you just hate it when you're the only one left to ward off some world-eating, monolithic machine? If so, you're certainly not going to like the odds in Sinistron, a shoot-em-up for the TurboGrafx-16 from IGS. On the other hand, long odds may be just the challenge you're looking for!

Main Course – Earth

Sinistron is a biomorphic ship whose greedy goal is to swallow the Earth. You're the only one who has what it takes to carve up this terrible attacker before it digests you and the planet. The Sinistron itself is divided into six sections, each representing one stage in the game. Although the first few stages aren't too difficult, the final ones are nearly impossible!

A boss guards the end of each stage. At the end of Stage 6 you battle all five bosses again and then tackle the toughest boss of all – this spectacular boss at the end of Stage 6.

Stage 1, the Mechanical Stage, is similar to most early levels in shoot-em-ups – it offers the player a taste of what's to come. It's a great place to stock up on power-ups, especially Speed Modules.

PROTIP: The end boss of the first stage, a small ship, has four main sections you can destroy. To end the battle quickly, however, just aim for the two frontmost sections. They're the heart of the ship.

In Stages 2 and 3, the Gas Tunnel and Biological stages, you'll find the action gets tougher. In fact, even the background comes alive and attacks you!

PROTIP: In the Biological Stage (Stage 3) shoot each mushroom pod that hangs from the ceiling. When they drop to the ground, they'll cover up invisible holes that release small flying insects.

PROTIP: The end boss of the Biological Stage (Stage 3) is a bit tricky. The best strategy is to rush the top head and destroy it quickly. Then concentrate your fire on the lower head as you dodge the remaining fire-snake.

In the last three stages – the Deep Space Stage, the Liquid Organs Stage, and the Cerebral Cortex Stage – more and more creatures bent on your destruction appear. You'll see everything from shooting asteroids to guided attack droids!

PROTIP: Find a safe path and follow it every time in the Liquid Organs Stage (Stage 5). Certain areas of the maze lead to deadly endings!

A Feast for the Eyes

Each level has its own background, complete with smooth scrolling and pul-

sating energy tubes. And check out those gorgeous graphics! IGS included a generous amount of detail, especially on the second level where an electrical storm rages behind you in the background and the mountains are so life-like you'll feel like climbing them.

Jaws – The Shield

Since this battle takes place in the 33rd century, your ship has certain abilities no other ship has ever had. Technology is great, isn't it?

One of those special abilities is a unique shield, the Ramming Shield, which consists of two parts that make it look like a bird beak. This shield nullifies small enemy shots on contact and regulates your firepower. How does it work? Using Button I, you can put the shield in one of three possible positions – closed, half open, and fully open. Depending on how powered-up the main weapon is, you can access one or all of these positions. When the shield's closed, the weapon fires in a small arc. When it's fully open, the main weapon spreads out its shots in a much wider arc.

PROTIP: Different shield positions are useful for different areas. Learn where and how to use your shields!

Color-Coded Firepower

As far as weapons go, Sinistron offers three options that are just enough to do the job. Weapons and equipment power-ups are available from small Recon Pods that release their cargo when you destroy them. Each weapon is color-coded, so you'll be able to quickly tell what you're picking up.

Orange capsules contain the Vulcan Flame Cannon, basically an all purpose gun. When fully powered it blasts a very effective spread shot. Purple capsules hold the Crystal Pulse Laser. This laser is the most penetrating of all weapons, but its beam is very thin. When the Laser is powered-up the beam gets wider, but its strength is reduced. Finally, the blue capsules are heat-seeking Chaos Missiles. These missiles are weak, but they have the advantage of being able to hit things behind you.

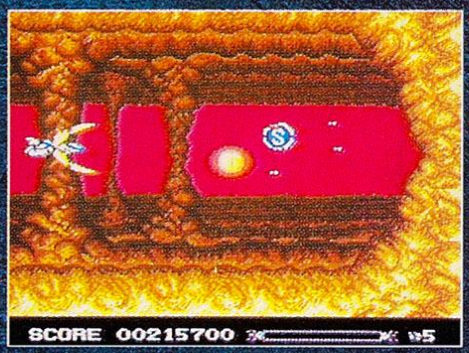
Use the Vulcan Flame Cannon to pulverize Stage 4's asteroids.

PROTIP: Use the Chaos Missiles in the Cerebral Cortex stage (Stage 6) to protect yourself from enemy heat-seeking missiles.

Extra Protection

In addition to the standard offensive weapons, your ship plays solid defense. You can pick up one or two comet-shaped plasma droids from the Recon Pods. They act as indestructible lines of defense by hovering above and below your ship. Use them to your advantage.

Speed Modules are also available from Recon Pods, and they greatly increase your ship's maneuverability. This can mean the difference between life and death in the later levels.



Grab a Speed Module and head into hyper-space.

Your ship has one other defensive capability, but you'll probably only want to use it as a last resort. It's called the Hypersonic blast. Unfortunately, it's almost useless because it does so little damage.

The Hypersonic Blast looks nice but doesn't do much.

Parting Shot

Sinistron is an excellent shoot-em-up, but it isn't perfect. First of all, the music is rather bland, and it sounds basically the same for every level. Second, the game's pace is a bit slow. It's like you're driving on a highway at 5 mph. Everything comes towards you at normal speed but it takes forever just to reach the next mile marker. Finally, the last stage is so difficult that only the most fanatic Turbo-players will be able to beat it!

All in all this is a graphically intense shoot-em-up that's a thumb-numbing challenge, but maybe you'll be too much for Sinistron to swallow!

Sinistron by IGS (Price Not Available – Available Now, 3 megs).

GamePro Game Rating

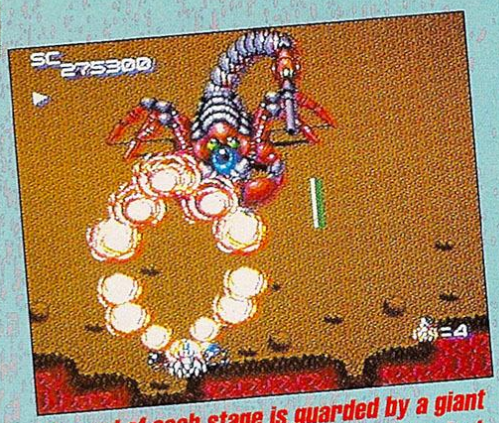
Graphics	Sound	Gameplay	FunFactor	Challenge

SUPER STAR SOLDIER

By Andromeda

Intergalactic warriors, rejoice! Billed as the sequel to Blazing Lasers and roughly based on Star Soldier for the NES, Super Star Soldier will have you strapping on your helmet and blasting into orbit in seconds! This one player shoot-em-up features eight vertically scrolling stages of gorgeous graphics, non-stop interstellar space fighting, four different weapons, two defense systems, and numerous power-up possibilities. In fact, Super Star Soldier is crammed with the stuff dreams are made of for space jockeys, including options for a normal game or special 2-minute or 5-minute games where you go as far as you can and score as many points as possible. Once you become Starbuck and climb aboard New Caesar, the ultimate space ship, there's no turning back until you beat the Brains and save the galaxy once again.

Super Star Soldier by NEC (Price Not Available – Available 1st Quarter '91).

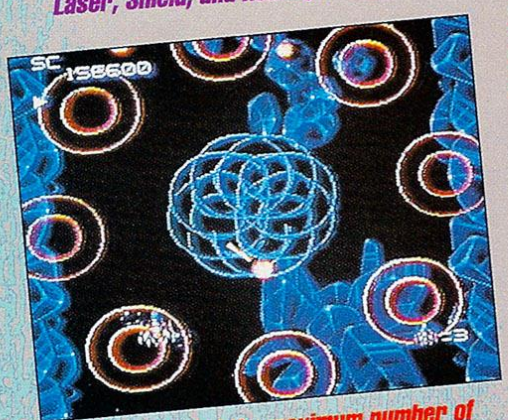


The end of each stage is guarded by a giant alien boss. Check out Stage 3's mechanical scorpion menace. Scorch him with fully powered Swing Fire.

Here's New Caesar battling the ring boss in the middle of Stage 1 with the Ring Laser, Shield, and Homing Missiles.

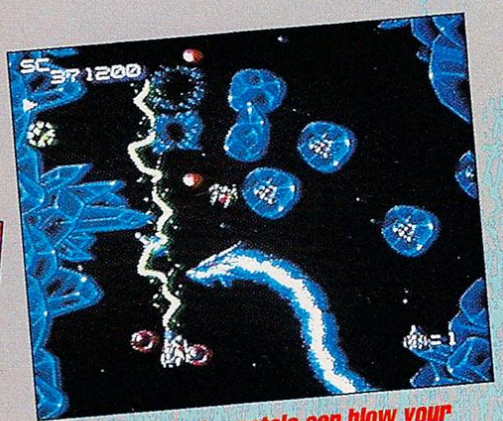
The Swing Fire torches enemy aliens like this giant Flying Wing in Stage 2. Remember that you can use your control pad to rotate the Starbuck Defense System either to the left and right or fore and aft sides of your ship.

The scenery is gorgeous during Stage 4, but don't get too distracted by the solar eclipse. Here New Caesar battles the aliens with the Spread Laser and Homing Missiles.



If you've grabbed the maximum number of power-up items for a particular weapon or defense, the next time you grab that item it turns into a Super Bomb and obliterates everything on the screen!

Some of the alien vessels you blow up turn into power-up items for different weapons. Using the multi-shot in Stage 6, New Caesar has just uncovered the Spread Laser item.



Stage 5's jagged crystals can blow your ship to smithereens. Use a powerful weapon such as the Spread Laser to destroy them and these pesky electric eels.

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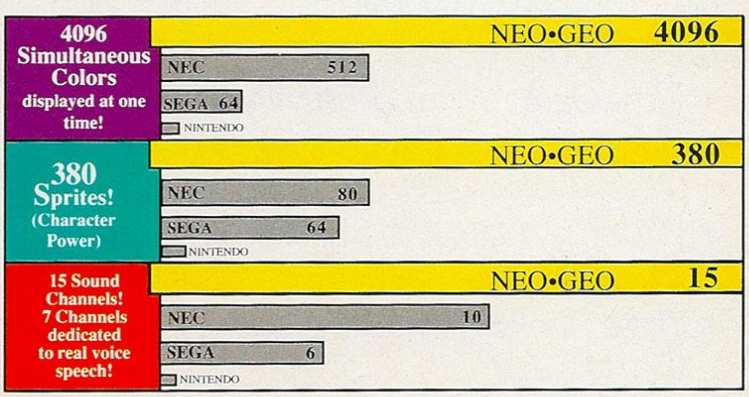

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Mega Man

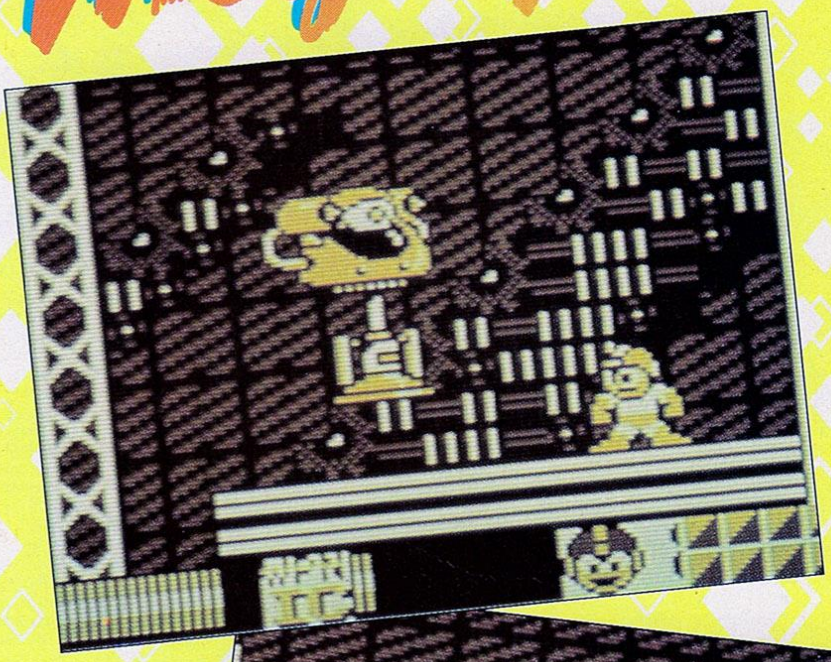
Everyone's favorite super-robot, Mega Man, is back – this time in an all-new adventure for the Game Boy. Though Mega Man has beaten Wily in three previous NES adventures, the evil scientist hasn't given up. In this eight stage cart Wily commands robots he's captured from the industrial museum – robots you'll recognize from the original Mega Man – and threatens to invade the town once again.

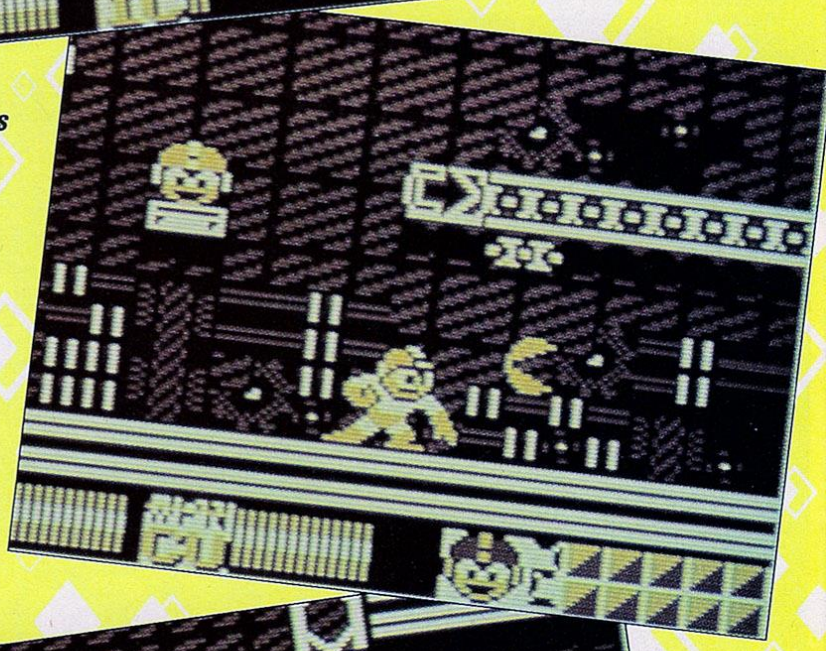
During the first half of the game your task is to capture Dr. Wily's robots (Cut Man, Fire Man, Ice Man, and Elec Man) from around the town. You'll have to battle through a shopping center, buildings, an amusement park, and even a factory. As in the other Mega Man titles, you decide the order you'd like to tackle the different areas. When you defeat a robot you earn its special weapon to use as your own.

Nab all four robots and you're off to fight in Dr. Wily's Lab located beneath the industrial museum. Armed with your Mega Buster, a Transporter, and four robot weapons you won in the first part of the game, you'll have to decide which enemy you want to teleport to. This area is similar to Dr. Wily's Lab in Mega Man 2, complete with four familiar Mega Man 2 foes – Quick Man, Heat Man, Bubble Man, and Flash Man. As you beat each of these robots your four weapons change and improve.

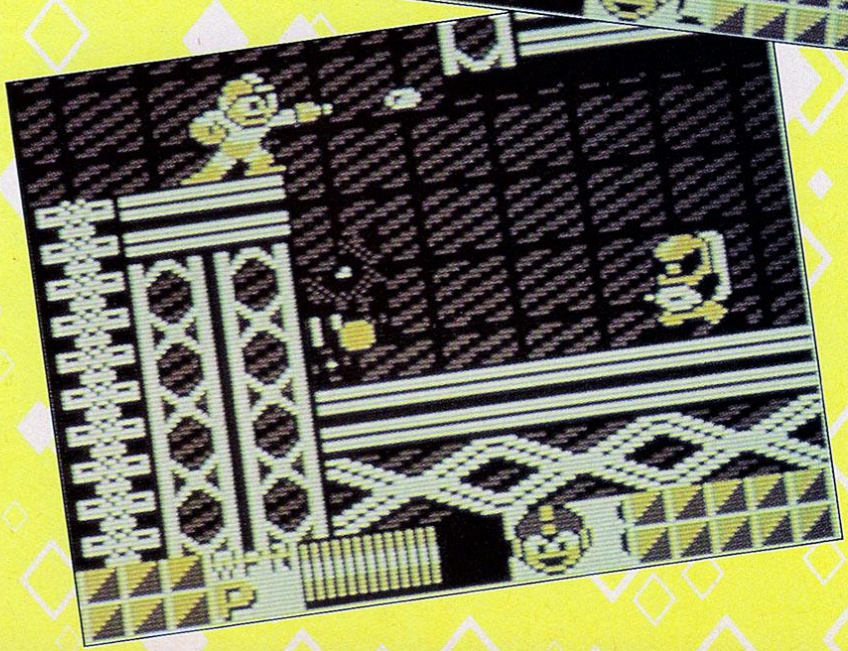
Once you've defeated all four of the second stage robots you teleport to an area where you'll tackle Mega Man Hunter. This is Dr. Wily's new super-robot that's equipped with Mirror Busters – special weapons that reflect all of Mega Man's weapons. Beat Mega Man Hunter and your transport vehicle transforms into a Mirror Buster of your own.

Now you're ready for the final encounter with the mad doctor. This showdown takes place inside Wily's space station. Battle your way through the station and then go head-to-head with the Wily machine and Wily himself. It's another mega adventure, for Mega Man!





Mega Man looks "meg-nificent" in this Game Boy version.



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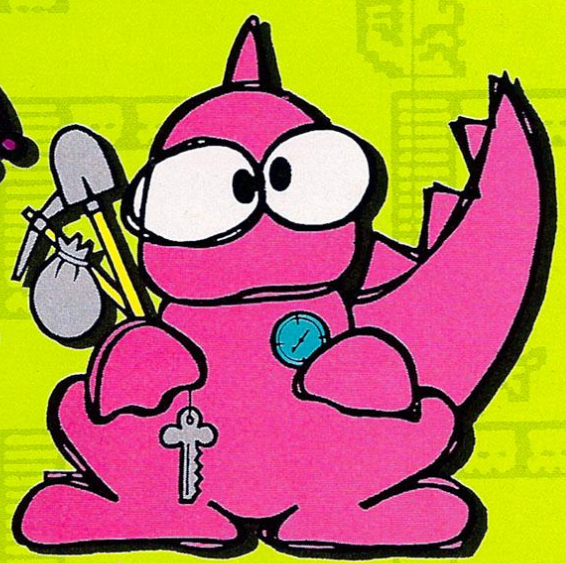

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GREMLINS 2

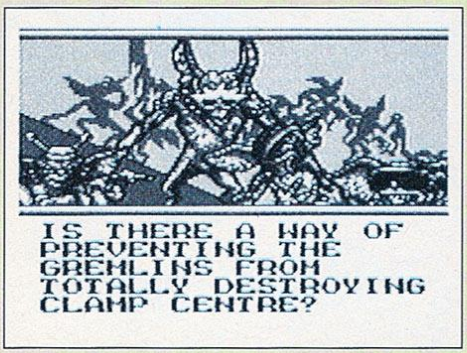
By Brother Buzz

Gizmo's in hot water again, and all you *Gremlins* fans know what happens when a mogwai gets wet! If you don't know, let's just say his problems quickly multiply, and now he's got four nasty clones to contend with.

Hot on the heels of the NES cart and the movie of the same name, Sunsoft's Gremlins 2: The New Batch is an action/adventure Game Boy cart that rehashes the story of Gizmo trapped in cavernous Clamp Centre.

You've Seen It All Before

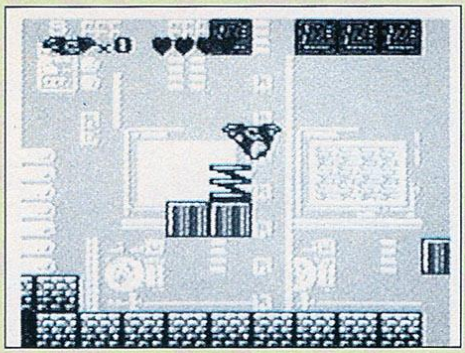
Gremlins 2 is a solid piece of Game Boy programming that's good fun even though like the Gremlins themselves everything about it is pretty familiar by now.



The Gremlins are back!

However, what makes this cart stand out from the pack are the awesome graphics. They're real knockouts that make Gizmo cuddly and the evil gremlins gruesome. There are some truly sharp details, though you'll have to hunt for them on the tiny G.B. screen.

There's nothing complex about the gameplay, so you can dive right into Gizmo's horizontally-scrolling adventure. You make the little guy jump around and beat bad guys through four stages straight out of the movie – the CATV Studio, the Genetics Lab, the System Control Center,



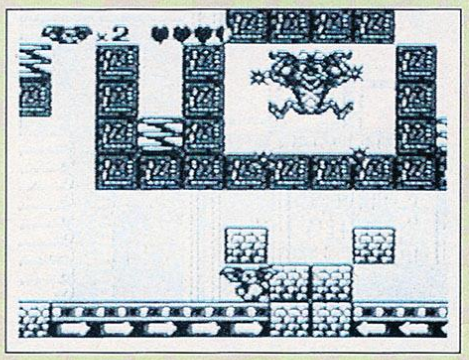
Gizmo springs into action.

and the Lobby. You also get two bonus stages where you earn extra points and, if you're lucky, 1-Ups.

PROTIP: In the first Bonus Stage hit the punching bag 100 times in 10 seconds to earn a 1-Up.

Mogwai Moves

Don't let the cute graphics fool you, this cart puts up a worthy challenge. Each stage is overrun with bothersome bats, pesky mice, sinister spiders, and wicked gremlins, who all lurk around tricky jumps and painful spikes. An indestructible gremlin – George, Lenny, Daffy, or Woman Gremlin (movie stars all) – prowls around each stage. Just try to avoid them. If you make it to the end of a

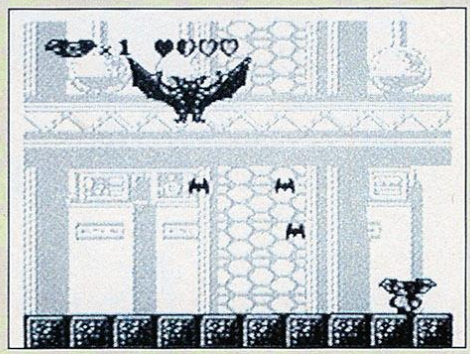


Run! You can't hurt Daffy.

stage, you run up against a menacing mogwai end boss. You only get three lives, but if the bad Gremmies zap you, you just replay that stage.

PROTIP: To beat Mohawk at the end of Stage 1, let his first tomato bounce over you. Then rush forward before he tosses another tomato, and whack him rapidly, but carefully, with your pencil.

PROTIP: In general you can keep bats out of your hair by not forcing the screen to scroll upwards.



Fake out the Bat Gremmie and bash it. Then, jump over the little bats.

Your weapons are traditional but cute. Here the Pencil is mightier than the sword, and the Cassette Radio plays a beast-busting tune. But climb inside the Tool Box to really get the job done. Don't worry if you have to retrace your steps, once you plaster your adversaries they won't reappear.

PROTIP: To survive Stage 2 you must find the Pencil. (Hint: It's near the top of a long stairway.)

PROTIP: In Stage 3, you might not see the Pencil at first, but it's just three jumps away from the very beginning of the stage.

PROTIP: When you have the music note, bats can't bite you from above.

All This and Gremlins 2

Gremlins 2 is a neat hop and bop game with above average challenge and great graphics. You don't have to know Gizmo, the tiny hero, to get into this cart, but it might give you a little advantage.

Gremlins 2: The New Batch by Sunsoft ($26.95 – Available Spring '91, 1 meg).

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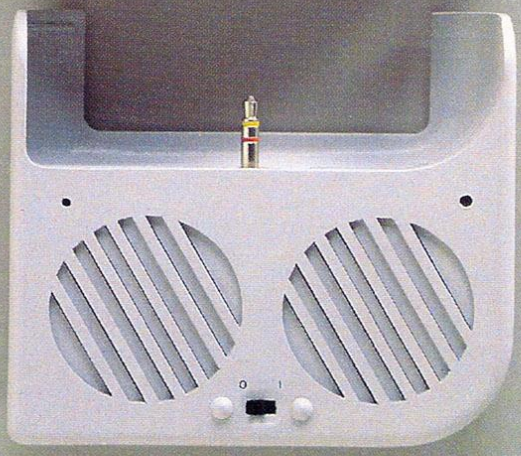

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DRAGON'S LAIR

By Slasher Quan

As video game legends go, Dirk the Daring is one of the most esteemed. His first appearance was in the brilliant coin-op Dragon's Lair, the arcade machine with cartoon-quality animation, which sucked thousands of quarters from diehard (and die-often) gamers longing for a glimpse of the voluptuous Princess Daphne. The original masterpiece has since been translated to a multitude of formats, including an NES conversion (see *GamePro*, October 1990). And now, the legend lives on in the Game Boy.

Sweet Revenge

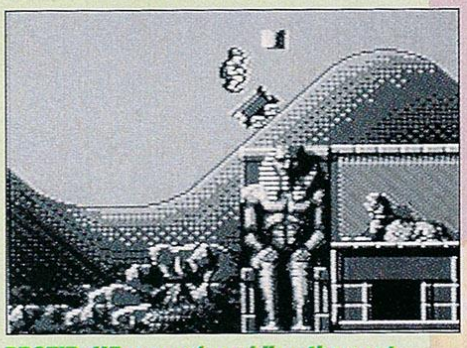
Like all good villains, the evil Mordoc won't let one humiliating defeat get him down, so he's kidnapped Daphne again. Luckily, before being whisked away, Daphne shattered her all-powerful Life Stone into 194 pieces. Now, the king's asked for someone with courage and determination to rescue the damsel in distress, reassemble the Life Stone, and put an end to Mordoc once and for all. With eyes glaring and knees knocking, the good knight Dirk steps forward once more.

Jump for the Jewels

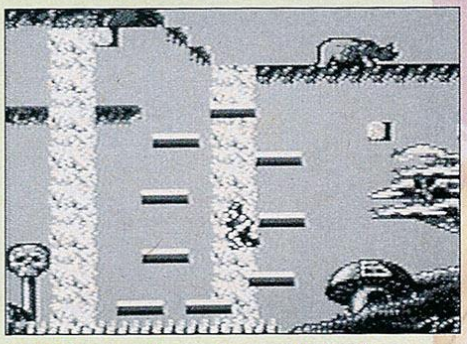
Although in the original game Dirk used his wits and a well-honed blade to defeat enemies, the latest Lair removes both the monsters and the swordplay. Here, the Daring One need only capture all the glowing fragments of the Life Stone to win. Unfortunately, his only skill is a tried and true jumping ability.

PROTIP: Hold down the A or B button to make Dirk jump continuously. If he's standing on a moving object, be very careful.

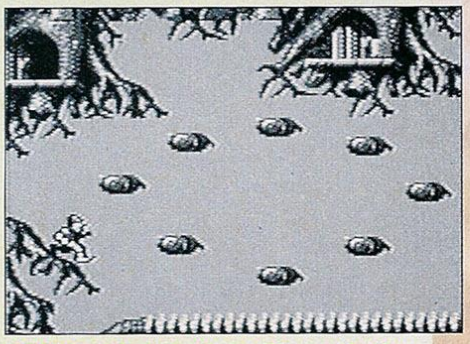
Where does Dirk jump? Almost everywhere! Some of the gems are in hard to reach places, so Dirk might need to scamper on running creatures, moving platforms, walls, trees, and lots of other mobile and stationary objects.



PROTIP: When you're riding the cart, jump in the direction it's traveling to snag jewels above you. Also, don't vacate the cart until it completes its journey and turns around. If you jump off earlier, kiss a life goodbye.



PROTIP: The champion can't stand on some places, but he might be able to jump onto them, including the waterfall in the first screen. Experiment!



PROTIP: A hole in the ceiling or in the ground indicates a new area to investigate, not a bottomless pit.

It's a Long Way Down

Whoever designed Mordoc's domain sure knew how to make a point. Thorns and spikes impale Dirk at every misstep. Landing on certain surfaces and leaping from precarious heights are also death blows. Expect to die often.

PROTIP: If you're in a free fall but you're close to the edge of the screen, steer yourself into the adjoining area for a happy landing.

PROTIP: If the screen starts flashing, it means Dirk is caught up in some prickly thorns. Immediately jump to restore normal vision.

Dirk the Disappointment

By now you may have noticed something, actually several things, missing from this game. It's too one-dimensional, with no power ups and none of the hack 'n slash action you might expect from a sword and sorcery title. In fact, if it weren't for the splendid background graphics, DL would seem like it jumped off the screen of an Atari 2600. Finally, since the game doesn't allow continues, only the most patient 'Pros will finish this game.

Fanatic fans of old, arcade-style jump and dodge games should find Dragon's Lair: The Legend satisfactory. However, players looking for an intense Game Boy adventure comparable to Teenage Mutant Ninja Turtles and the reigning champ, Gargoyle's Quest, might come away singed. Sometimes legends aren't all they're cracked up to be.

Dragon's Lair: The Legend by CSG Imagesoft ($24.95 – Available January '91, 1 meg).

GamePro Game Rating

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By Gideon

NEWSFLASH! This just in to our newsroom! A terrible accident at the local chemical lab has transformed a few of the workers into huge monstrous creatures that are tearing up our nation's cities! The armed forces are helpless in their attempts to stop them! Tanks are being crushed! Helicopters are being swatted down like flies! People are being eaten alive!! And the best part is that all this mayhem is happening right in the palm of your hands!

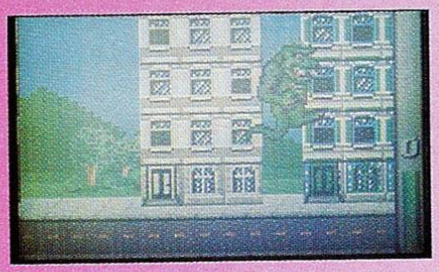
Tiny Giants

Atari has faithfully reproduced the arcade classic Rampage for homeplay on the Lynx. This version comes with all your favorite bashing, smashing, and trashing, plus a new feature – four-player gameplay! You and three friends have the choice of being either Lizzy the Lizard, George the Gorilla, Ralph the Werewolf, or Larry the Giant Rat. Work together as a titanic demolition tag-team or play one-on-one and see who can rack up the most points!

The wrecking crew!

Rampage is perhaps the easiest, most straightforward game you'll ever play. All you have to do is destroy! DESTROY! DESTROY! The objective of this game is to destroy every city until you reach the 40th level where you'll find the scientist with the antidote that can revert your monstrosity to its human form. Rack up points by quickly destroying the buildings, smashing enemy tanks and choppers, and eating as many hapless people as you can!

Although your creature towers over all your opponents, it's necessary to avoid too much damage from tank shells,



PROTIP: Speed up the destruction by smashing all the buildings around you at the same time.

bombs, and machine gun fire, or they quickly whittle down your health units. During your rampage, keep an eye out for

PROTIP: Wait until the expert releases the bomb. Eating bombs decreases health units not to mention giving a bad case of indigestion!

food items and potions that will increase your health units and can make you temporarily invulnerable. Each monster starts with three lives and an extra life is awarded at 100,000 and 300,000 points.

Destructive Delight

Rampage takes full advantage of the Lynx's graphic capabilities and looks almost as good as its arcade big brother. The characters are large, colorful, and well-drawn, and additional touches such as flashing neon pizza signs and terrified citizens running down the city streets are a visual delight! Gameplay is rather limited; however, you just smash through level after level of the same buildings. But, sometimes a mindless, destructive wreckfest is the perfect change of pace from the usual shoot-em-ups and kung fu carts. Rampage is a wreckin' good time!

Rampage by Atari ($39.99 – Available Winter '90, 1 meg).

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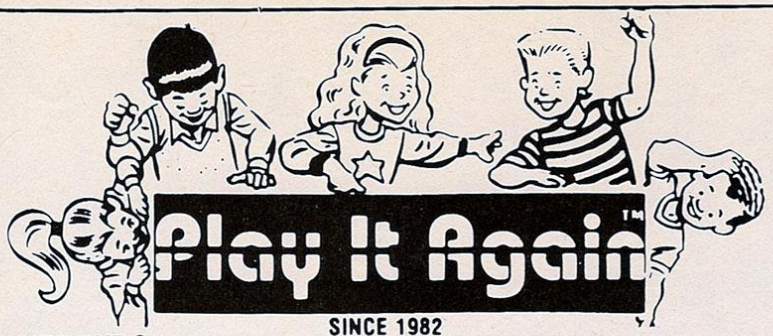

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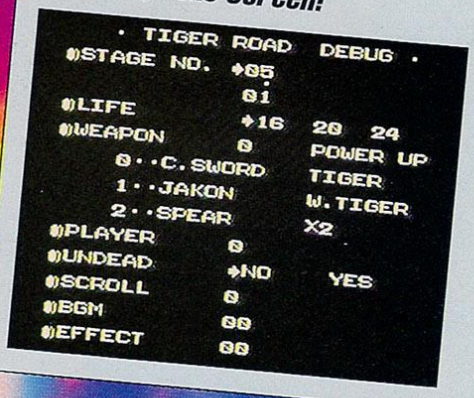
TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Tiger Road (TurboGrafx-16)

Secret Options Screen!

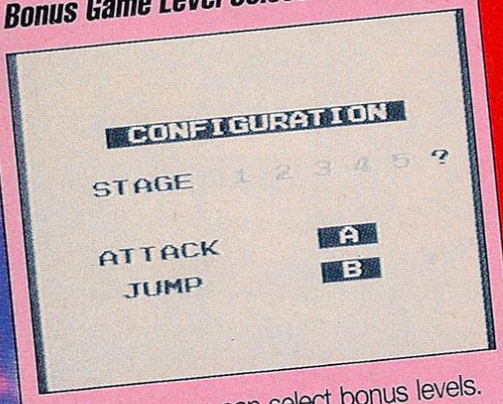


The following code enables you to select any of the worlds, become invincible, select any weapon (including the special Tiger Weapon), and check out the sounds! To activate this screen plug in your TurboTap and two controllers. When the title screen appears hold down Button I and Up on Controller Two. You may have to try this trick several times before it works.

Ricky Hong, Chicago, IL

Teenage Mutant Ninja Turtles (Game Boy)

Bonus Game Level Select!

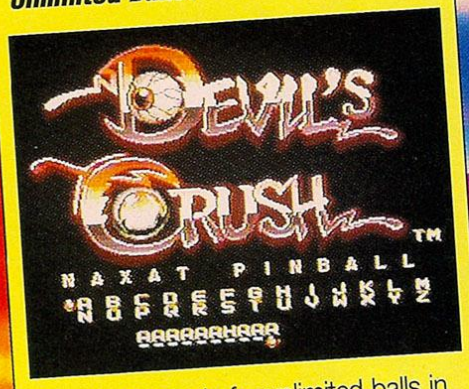


Here's how you can select bonus levels. When the game displays "Push Start" press the Start button and you'll see the normal stage select appear. Next press Buttons A and B simultaneously and you should see a "?" appear on the menu. Select the "?" and hit Start again. You should now have a choice of three bonus games to play. Just select the one you want to try out and press Start.

Bryan Moore, Middle River, MD

Devil's Crush (TurboGrafx-16)

Unlimited Balls!



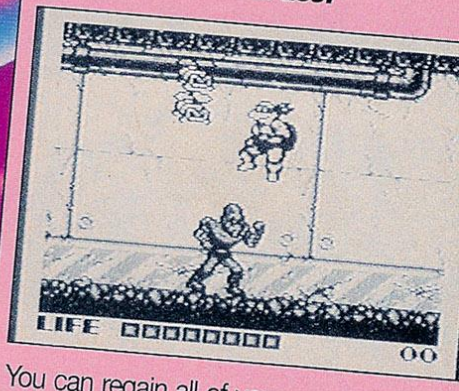
Type in this code for unlimited balls in Devil's Crush.

AAAAAAHAAA

Paul Skora, Liverpool, NY

Teenage Mutant Ninja Turtles (Game Boy)

Power Up Your Turtles!



You can regain all of your energy by doing the following trick any time during the game: press Pause and then press Up, Up, Down, Down, Left, Right, Left, Right, B, and A. You can only use this trick once per game.

Greg Colton, Deerfield, IL

Splatter House (TurboGrafx-16)

Level Select!

To pick your levels try this trick. During the title screen, when the rain is falling, press Run and then press Select three times. Next press Button I while simultaneously holding diagonally down and to the Left on the directional pad.

Mike Vruketta, Oxnard, CA

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TIPS·TACTICS HOT PASSWORDS

A Boy and His Blob (Nintendo)

Turn the Blob into a Brick Wall

There is a way to turn the Blob into a brick wall! First, feed the Blob a Honey jelly bean. Then, while he's changing, quickly toss a Ketchup jelly bean in the other direction. You'll have a brick wall Blob!

Naray Palaniappan, Jackson Heights, NY

Cyberball (Genesis)

Super Passwords!

Here are codes that take the Dallas Destroyers all the way to the play-offs undefeated!!

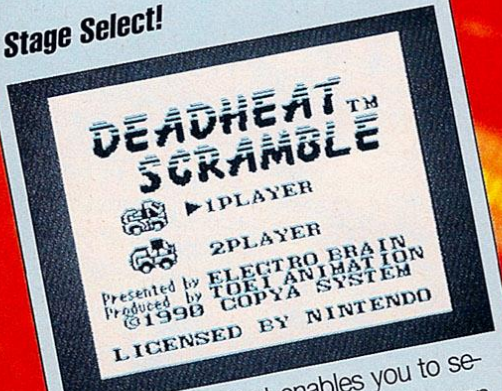
1 WIN:	LBBB B7CB BDVV
2 WINS:	LVBB BB9B BDXV
3 WINS:	LXBB B7LB BD3B
4 WINS:	LIBB B8FB BDTV
5 WINS:	LLBB B7DB BDNB
6 WINS:	LKBB BBBV BDCV
7 WINS:	LMBB BLCV BD2V
8 WINS:	LOBB BLPB BFHV
9 WINS:	LFBB BLHB BD8B
10 WINS:	LCBB BFOV BDKX
11 WINS:	L7BB BXGB BDRV
12 WINS:	L4BB BF2B BDAV
13 WINS:	LRBB BFVV BDTV
14 WINS:	LTBB BFCX BD2V
15 WINS:	L8BB BFJI BDMX
16 WINS:	LZBB BR2S IDKI
Play-Off One:	LUBB BRHV BDZV
Play-Off Two:	L5BB BXUV BD2V

Tip for the Play-Offs: Save money for three fast players – a safety, a wide receiver, and a running back.

Richard Plisco, Iselin, NJ

Deadheat Scramble (Game Boy)

Stage Select!



Here's a code that enables you to select your level. Wait for the title screen to appear and then press Button B eight times, Button A eight times, and Button B as many times as the number of levels you want to skip. For example, if you want to begin on Level Four, press Button B three times.

Steve Jasper, Los Angeles, CA

The Land of Ys (TurboGrafx-16/CD)

Passwords!

For the 14 floor of the Tower in Book 1:

5G?lP / sNoQBpp / p1nAs91
1TeN? / dgplmbb / 0101010
keC#C / #C#C#C# / C#C#D?D
?A8

For the last part of Book 1 plus the animation sequence:

1d2Qh / Elaa3ss / sr4V55$
$$yjz / SSrrwRR / Fbnbnbn
L4kek / ekekeke / kekeldl
dkS

For the begining of Book 2 – after giving five of the books of Ys to the six priest statues in the mines:

wA9S9 / 99BGMRF / 9KVtVsV
xZxRx / yHzPSwS / wSwSwSw
BBB / $AB5K5K / 5K5K6J6
J3F

For Bumland East – and lots of other stuff, too!

meoKT / ?M5uVc4 / rcMFcFQ
NccuY / qTCCekf / ekekeke
5JYwS / wRRF9F8 / G8G8H7H
z95

For the Ys Core!

p9WaA/TA8joCC/CCCCCCD
UDDCC/4QQQRqm/myZm33
6KJyx/Rww9bfP/K5K5J6J
79S

Continued on Page 94

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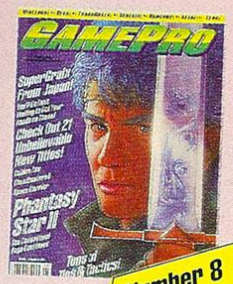

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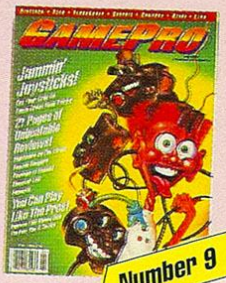

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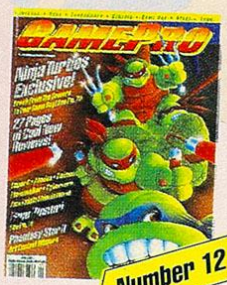

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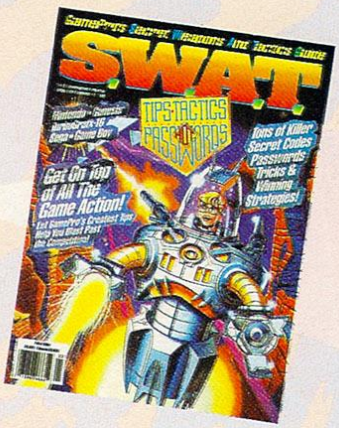
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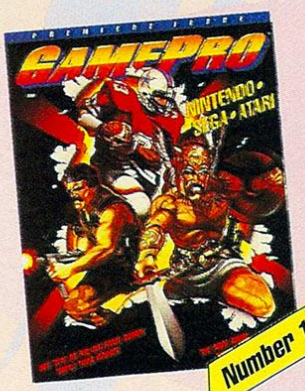

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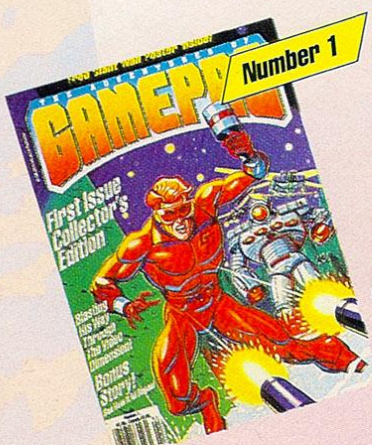

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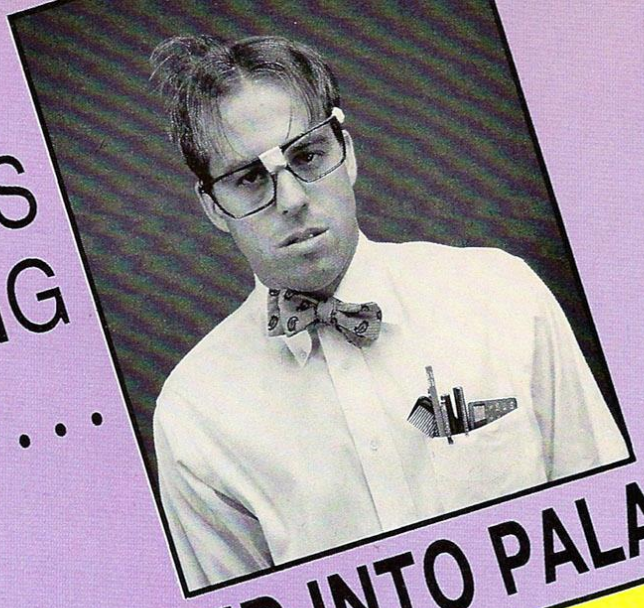

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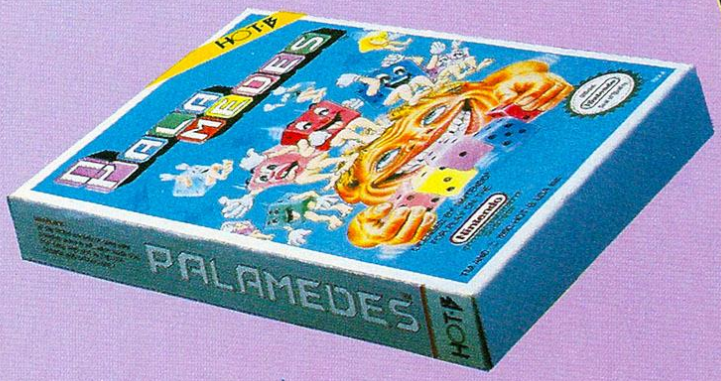

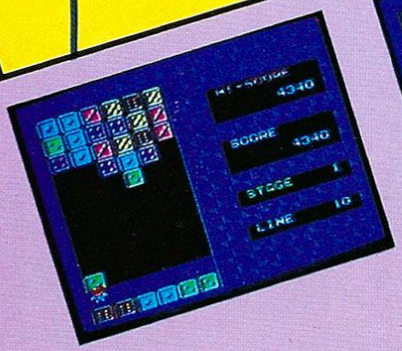

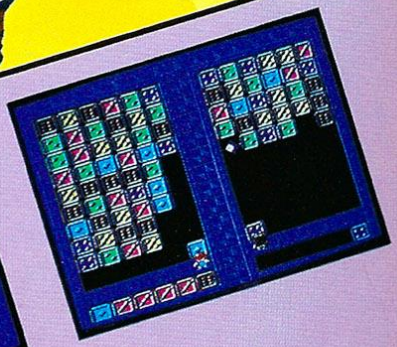

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Super Mario Bros. 3 (Nintendo)

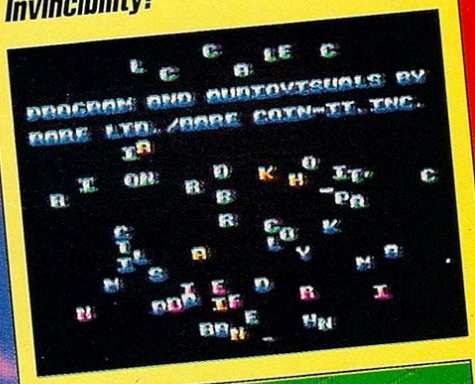
99 1-Ups!

Here's a way to get 99 extra men in Super Mario Bros. 3. First go to World 2 and get your raccoon suit. Next, go to the mini fortress. On the first screen there are three skeleton turtles. Try to get all the turtles on the screen at once and then hop onto the back of the first turtle, press Button A to keep flying for a while, land on the second turtle, jump again, and repeat this until you've earned as many Mario's as you wish!

Curtis D, Prince George

Captain Skyhawk (Nintendo)

Invincibility!



To become invincible in Captain Skyhawk push the directional buttons Up, Right, Down, Left, and Up. Do this four times during the falling words screen and during the Captain Skyhawk screen.

Joe Gilbert, Sierra Vista, AR

Devil's Crush (TurboGrafx-16)

Awesome Passwords!

The screen blows...

And here's the ending!

Here are some awesome passwords for Devil's Crush!

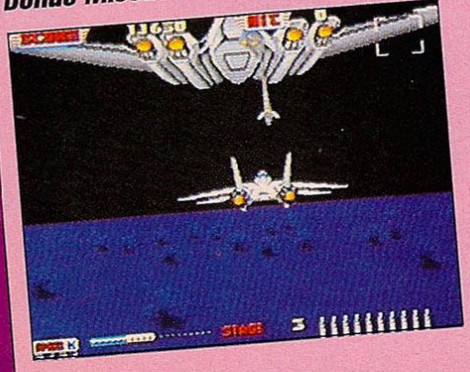
Password	No. of Balls	Score
CKDEIPDBFM	25	300,138,400
OJFJGDEJPD	34	404,330,300
PNBIJOKJNF	38	533,501,000
CGIAGPECGK	42	610,523,600
OEHALCBGPF	45	710,529,000
OLGGGEAPOF	52	804,379,700
CBEOBLJGHA	62	900,057,102
OMGANLOIJA	67	976,769,800
PFFMGHGOLK	65	999,927,400
NLJBCFHGPO	65	999,999,000
KGCMMCMLBN	65	999,999,600

When you reach the score of 999,999,900 everything on the game board explodes, and you get to see the ending of the game!

Chris M. Conti, Fishkill, NY

After Burner II (Genesis)

Bonus Missiles



There is a secret way to get extra missiles in After Burner II. If you hold down these buttons during re-fueling, you can up your missiles to 100!

Round 3: Left and Button B
Round 5: Right and Button B
Round 9: Button B
Round 11: Right and Button B
Round 13: Left and Button B
Round 16: Right and Button B
Round 19: Only Button B
Round 21: Right and Button B

Robert Livingston, Franklin, NC

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THE PUNISHER

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THE NES GAME

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M-16's

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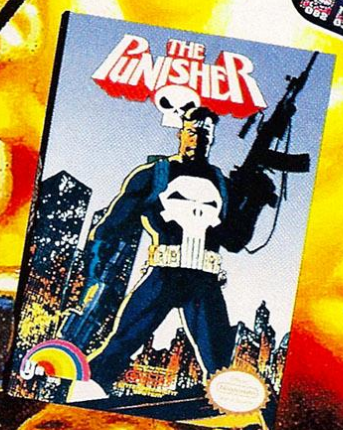

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TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Super Monaco GP (Genesis)

See the Game Ending!

ENTER THE PASSWORD
0 1 2 3 4 5 6 7 8 9 A B C D
E F G H I J K L M N O P Q R
S T U V W X Y Z a b c d e f
g h i j k l m n o p q r s t
u v w x y z
0Q76 2ILM F200 0000
0010 H10F B324 5D76
CA89 EGC1 0000 0002
0000 0000 F200 2CAC

Here's the password for RACE 15. If you crash, you'll see the ending sequence of the game!

0Q76 2ILM F200 0000
0010 H10F B324 5D76
CA89 EGC1 0000 00002
0000 00000 F200 2CAC

David Rogin, East Windsor, NJ

Castlevania III (Nintendo)

Passwords!

Here is a code for Castlevania III:

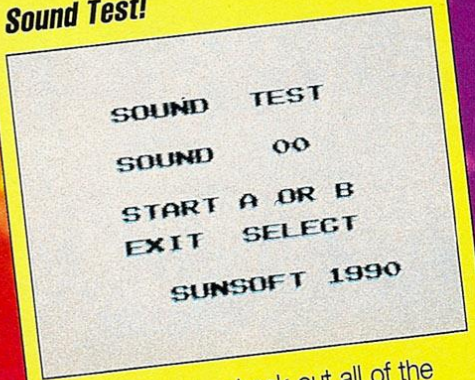
First Stage of the Second Quest:

HENSLEY!

Leo Bautista, Arleta, CA

Batman (Game Boy)

Sound Test!



Here's a way to check out all of the sounds in Batman! While the title screen is onscreen, hold down Upper Right on the control pad. Next, press Start and watch for "Sound Test" to appear at the top of the screen. Select different sounds by pressing Up and Down on the control pad.

Jack Oyster, San Jose, CA

Bravoman (TurboGrafx-16)

Secret 1-Ups

Here's how to find a couple of 1-Ups in Bravoman. The first 1-Up is in Level 9. Look for the second set of two tubes stacked on top of each other on the ground.

Crawl inside the bottom tube and you'll wind up at a multi-dimentional area where you'll receive a 1-Up.

There's another 1-Up in Level 20. Go to the middle of this stage and find the statue. Crawl into the statue and you'll appear at a zone similar to the one in Level 9 for another 1-Up!

Shawn A. Wagner, Stockton, CA

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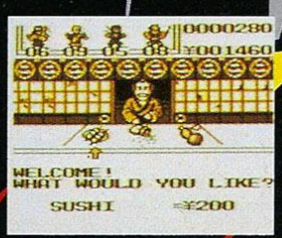

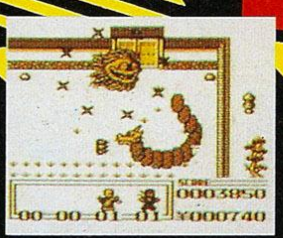

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TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

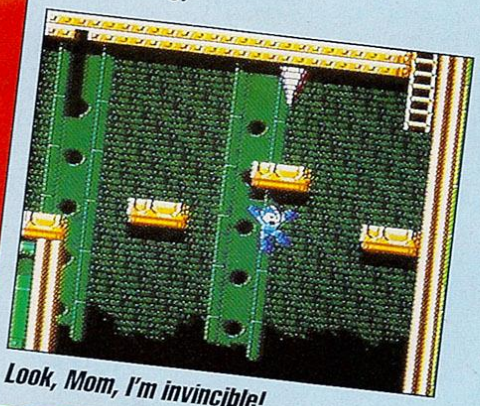
Mega Man 3 (Nintendo)

Invincibility!

Here's a nifty trick to give Mega Man limited invincibility and super jumping ability in his latest adventure – Mega Man 3.

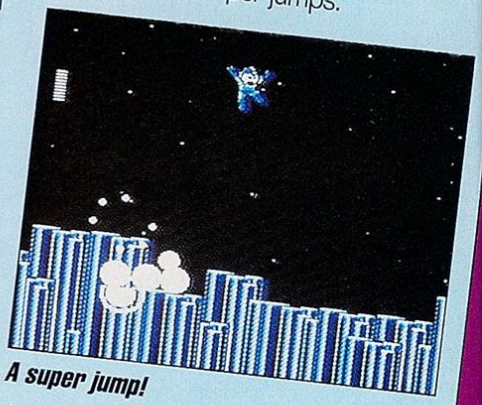
1. During the Needle Man, Snake Man, Shadow Man, or Gemini Man stage, deliberately fall into a hole. It must be the type of hole that would normally kill Mega Man.

2. When you fall into the hole, simultaneously hold Button A on Controller 1 and Right on Controller 2 until you run out of energy.



Look, Mom, I'm invincible!

3. As long as you hold Right on Controller 2, you'll be invincible to falls and able to make super jumps.



A super jump!

4. Limited invincibility only works on the Needle Man, Snake Man, Shadow Man, and Gemini Man levels. Super Jumps work anywhere in the game.

Solstice (Nintendo)

Unlimited Potions and Wizards!

Use this pad trick to begin the game with Potions on tap and unlimited Wizards! Here's what to do: Push Select to go to the subscreen. Next press B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B Start, B Start.

You'll know you've done this trick correctly if the screen flashes. Return to normal play and you'll find your wizards and potions are replenished whenever you return to the subscreen.

David Kiele, Enumclaw, WA

Mega Man 3 (Nintendo)

Number of Shots Required to Defeat Each Boss

Special Weapons	Spark Man	Snake Man	Needle Man	Hard Man	Tap Man	Magnet Man	Gemini Man	Shadow Man
Sparkshock		28	X	X	28	4	28	28
Searchsnake	X		28	X	28	28	6	28
Needle Cannon	14	7		X	14	28	28	28
Hard Knuckles	14	14	X		4	14	14	14
Tapspin	28	14	28	X		28	14	4
Magnet Missile	X	X	28	7	28		14	28
Gemini Laser	28	28	4	28	X	14		28
Shadowblade	7	14	14	X	28	4	14	

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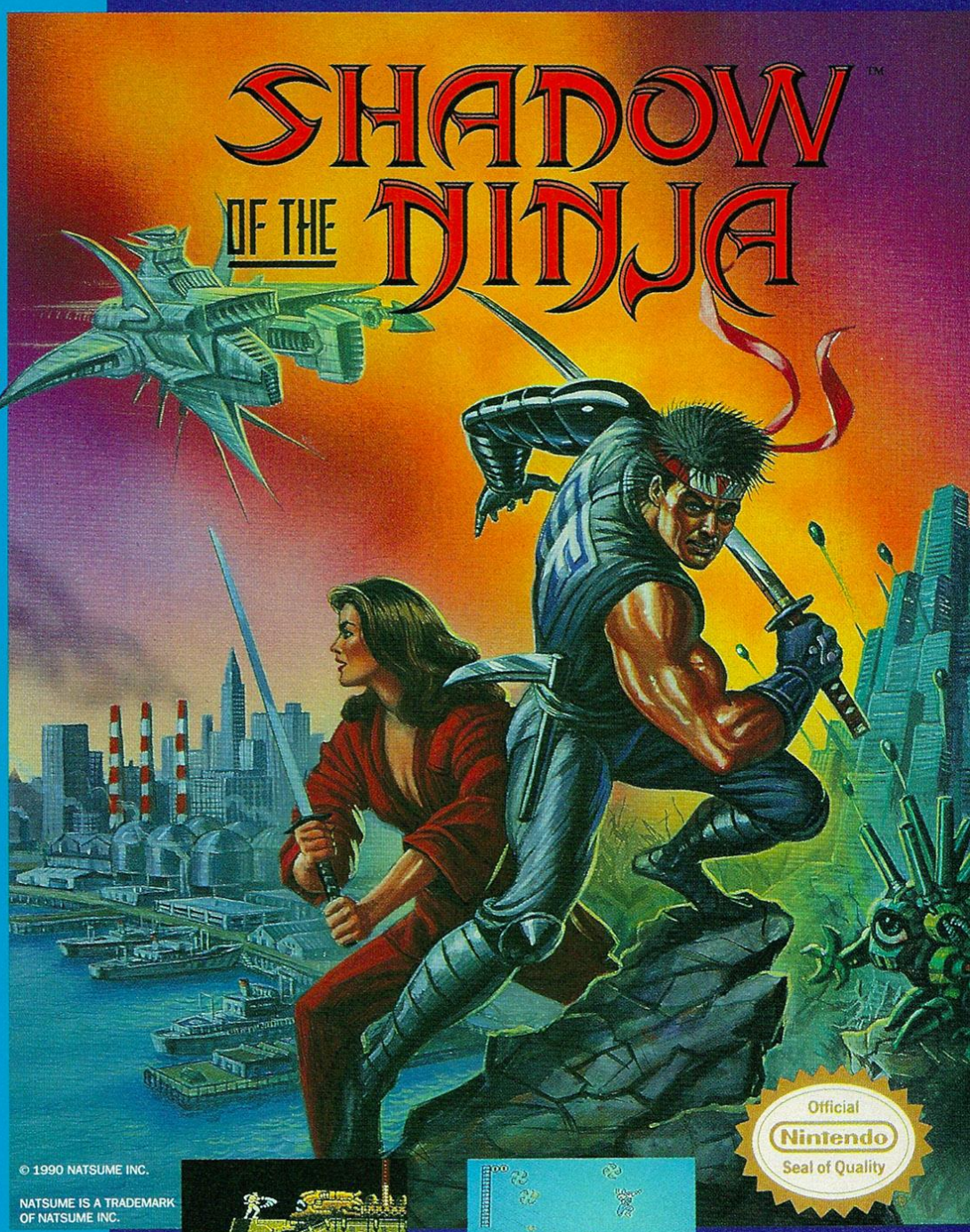

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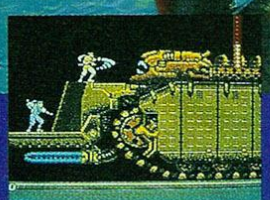

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Ask The Pros

Nintendo

Tombs and Treasures

Dear ASK THE PROS,
In Tombs and Treasures, how do I get the Crystal Key? I think that it's in the large flask, but I can't get it out.

Jesse Frey, British Columbia, Canada

Dear Jesse,
The Crystal Key isn't in the large flask, it's inside a wall inside El Caracol. To get the key, first obtain the Golden Globe from the Court of 1,000 Columns. Once you have the Globe, head to El Caracol. You'll have to fight the creature here as you do in most buildings. Once the creature is defeated, change to Jose, push the pedestal, go upstairs, and put the Golden Globe on the upstairs pedestal. Wait for sunlight (by checking what time of day it is). Once the sun has risen, look at the wall, smash the wall, and take the key.

Use the Crystal Key in the Well of Sacrifice to get another mask.

A Boy and His Blob

Dear ASK THE PROS,
In A Boy and His Blob I can't find a use for the hummingbird. I've tried everything. I even tried to make it suck sap!

Jacob Terhune, St. Cloud, MN

Dear Jacob,
Turning the Blob into a hummingbird is only useful if you and the Blob get separated and you are high above him. When you turn the Blob into a hummingbird he can fly up to where you are. It is also helpful to turn the Blob into a hummingbird if you want him to follow you at a quicker pace. The hummingbird is fast!

Ironsword: Wizards and Warriors 2

Dear ASK THE PROS,

In Ironsword, how do you kill the Water Elemental?

Mike Baldwin, Independence, MO

Dear Mike,
The Water Elemental is one of the easier bosses to deal with – as long as you have the right spell. In this case, the right spell is the Blightwater Spell. To find the Blightwater Spell, head to the lower section of the water level. Once you're there, head down to the bottom left part of the the level. You'll find an illusionary wall on the lower left side. Go through the wall, and you'll locate the treasure chest containing the Blightwater Spell.

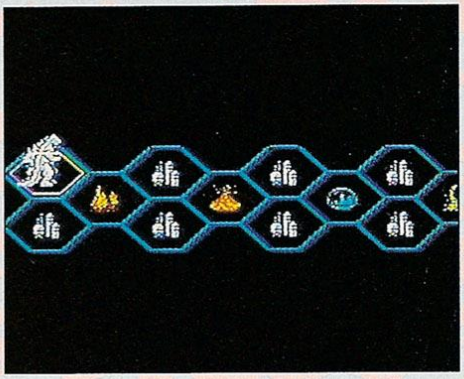
Fill up on Magic and head back towards the Water Elemental (Hint: the entrance to the upper part of the water level is on the upper right side of the lower level). Once you get to the Elemental, blast him with your sword by hitting the B button.

Godzilla

Dear ASK THE PROS,

What is the code for the last level in Toho's Godzilla?

Daniel Applebee, Abilene, KS



Dear Daniel,
Here are two codes that will put you on Planet X, the last level of Godzilla:

H46NAP5CX2G8HK3H

4J62STRMH9 CWU58L

The first code actually puts you at the end of the previous planet. You'll still have to get Mothra and Godzilla to the enemy's headquarters.

The second code puts Godzilla at the beginning of Planet X, Mothra is already at the enemy's headquarters. All monsters have been defeated.

Here's another code you might want to try. It will enable you to take on Ghidora, king of Planet X, in a one-on-one battle to the death.

DESTR0Y ALL MONSTERS

In this code, 0 = zero, not the letter 'O.'

Maniac Mansion

Dear ASK THE PROS,

I just got a copy of Maniac Mansion, and I'm confused about something. I know if I ring the doorbell, Weird Ed will come out of his room and answer the door. But, sometimes when I'm inside the mansion, someone else rings the doorbell. When I run to answer it, there's no one there. Who was at the door?

JD Keane, Haverford, PA

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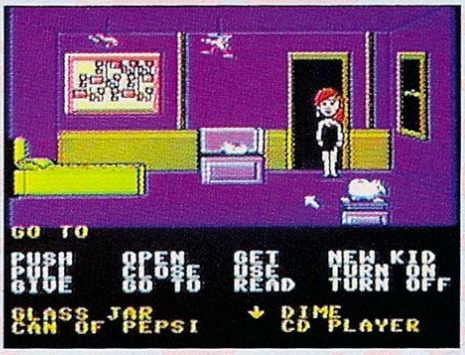

Dear JD,

The doorbell is very important if you're going to survive Maniac Mansion. As you mentioned, by having one of your characters ring it, Weird Ed will leave his bedroom and run downstairs to answer. When Weird Ed heads downstairs, you can take a strategically placed character into Weird Ed's bedroom and find all sorts of helpful stuff.

When you hear the doorbell and you know it isn't one of your characters ringing it, it means the mailman has arrived. He's not going to wait around for you to open the door, he'll just leave a package for Weird Ed down by the mailbox. You MUST get to the package before Weird Ed does! It has uncanceled stamps on it that you can use later, plus if Ed ever catches you inside the mansion and you give him the package, he will become your ally.

Game Got You Baffled?

Our GamePros will solve your unsolvable problems or answer any tough questions you have. So send 'em and we'll solve 'em. If your letter is published, you'll get a free GAMEPRO Super Shirt.

GAMEPRO Magazine
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ASK THE READERS

The answers are pouring in! Last month we kicked off our new "Ask the Readers" feature with questions about The Adventures of Link (NES) and Phantasy Star II (Genesis). We've received hundreds of responses so far, most of them 100% correct. You guys really know your stuff (we never had any doubt!).

This month we have two more problems that need solving, both concerning classic NES games. You can answer either, or both. If your answer is correct and selected by our staff, we'll print it in a future issue, and send you a GamePro T-shirt for your expert advice. So don't forget to include your shirt size with your answer.

QUESTION C: Super Mario Brothers 3 (NES)

Dear ASK THE PROS,

You guys have gotta help me! In Super Mario Bros. 3 I can get through World 8, and to the battle scene with Bowser. But that's where I get stuck. How am I supposed to kill him?

Ray Renfrow, Fayetteville, NC

QUESTION D: Strider (NES)

Dear ASK THE PROS,

In Strider for the NES, I'm having trouble with Matic, the last boss in the game. Can you give me some tips to defeat him?

Richard Arnett, Lake Elsinore, CA

Send your answers to:

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Short ProShots

Nintendo

Flying Warriors (Culture Brain)

Long ago there existed two major forces of power in the world, the Light Dimension and the Dark Dimension. One day Demonyx, ruler of the Dark Dimension, decided he no longer wanted to share the power, and he declared war upon the Light Dimension. Demonyx was unable to overcome the Light Dimension's hero, Dragonlord, but swore he'd return one day to seek his revenge. Unfortunately, that day has now arrived, and Demonyx is back in full force with plans to annihilate any resistors. Just when the citizens thought all was lost along comes Rick Stalker, kung fu expert, to save the day. The more than ten levels of high action/role play adventure put Rick into the heat of battle against hundreds of Demonyx's evil followers, but there's more than just hand-to-hand combat. Rick must also recover missing items and gain experience points (by battling certain monsters) before he can progress further into his journey.

Little Ninja Brothers (Culture Brain)

Blue Boltar, General of the Yoma clan, has taken the Emperor of China Land hostage and is threatening to take over as leader. Boltar warns that anybody who dares to resist him will be terminated. This sounds like a job for Ryu and Jack, heroes of Culture Brain's new two player action adventure cart, Little Ninja Brothers. In this combination action and role play adventure your task is to Help Jack and Ryu fight their way through a sea of Blue Boltar's evil henchmen in search of the seven, sacred Bells. The bells contain magical powers and if Ryu and Jack don't recover all seven of them, they won't have the special powers they need to defeat Blue Boltar. Will China Land ever see peace again?

RoboCop 2 (Data East)

If you glanced over our December issue's Overseas Prospect column then you know all about the European version of RoboCop 2 that's been wowing the folks in the U.K. If you didn't catch the review don't sweat it 'cause we're gonna' give you the low-down on Data East's new U.S. version of RoboCop 2! You get the pleasure of stepping into the iron-toed shoes of the metallic-man himself, RoboCop. Man him through more than eight, multi-sectioned levels of gun-slinging action. Your mission – to destroy deadly Nuke (a radioactive material) and a variety of vicious villains. You've got a limited amount of time to power your way through the streets of space-aged Detroit, and if you don't arrest a certain number of suspects and destroy enough Nuke before the clock runs out, you may end up back at the starting gate. Dust off that jar of metal polish, 'cause RoboCop is back.

Gauntlet II (Mindscape)

Thor, Thyra, Questor, and Merlin thought their work was finished when they finally made it through the 100 plus mazes in the arcade smash, Gauntlet II. Well, sorry, guys and gals, it's not over yet! Looks like you've been tossed back into an NES version of the same nightmare. If you want to help this crew find their way out of yet another 100 plus mazes, listen up! Up to four players can assume the roles of their favorite heroes (each has different skills and strengths) and travel through the eerie Dark Dungeons in search of Special Potions and Armor. Find these things, plus others, and you'll be well prepared to face the many unknown dangers. Mysterious Monster-Generators (machines that spit out monsters) appear round every corner – blow them up! Besides the Generators, there are also Grunts, Demons, Lobbers, Sorcerers, Death, Acid Puddles, "IT's," and Dragons – creatures who are just dying to meet you. As you can plainly see there's much work to be done so waste no time getting into the groove of Gauntlet II.

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Genesis

M.U.S.H.A. (Seismic)

With the help of your M.U.S.H.A. (Metallic Uniframe Super Hybrid Armor), you and your colleagues, Lt. Amelio, Greg, Red Leader, and the Commander, have just successfully driven back a squadron of enemy air-scouts. However, you still have the enemy's home base to contend with. Without hesitation you zip off into the atmosphere to face the worst. Brilliant colors, hot musical scores, and multi-scrolling graphics (in an overhead view) will keep your senses on the cutting edge as you blast your way through the more than five (extra long) levels of shooting action. There are hundreds of wicked mechanized enemies blocking your flight path, but gun down the right ship and you'll earn more powerful weaponry. M.U.S.H.A. just might turn your brain into mush!

Crack Down (Sages Creation)

A mysterious artificial life system has landed on Earth and taken over. In desperation, the government decided to try out the military's Special Time Bomb in hopes that it's powerful enough to destroy the enemy headquarters. It's going to take a highly skilled agent (or agents in the two player setting) to successfully penetrate the building, plant the bombs, and get out of the room before you get blown up! Big, confusing and very heavily guarded, it's going to take cutting edge skills, not to mention guts, to find your way through the building's four multi-roomed quadrants.

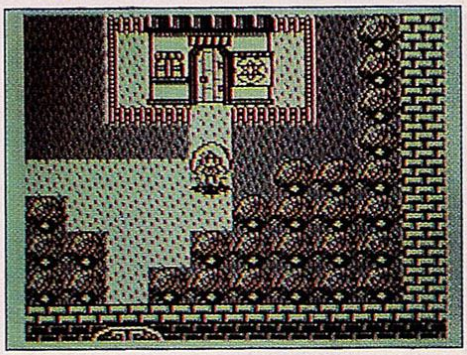
TurboGrafx-16

Tricky Kick (IGS)

Pick up a copy of IGS's new puzzle-style game Tricky Kick, and you'll soon discover how and why six little people (Oberon, Udon, Taro, Gonzo, Little Mayumi, and Prince Suzuki) in six different places are all having such a rotten day. Here's how it goes. You help each character put together matched pairs of animals and various objects. As the title suggests, the way you put "things" together is via a good swift kick! Finding the proper kicking lane is a bit of a problem, though, as there are obstacles such as logs, trees, and benches that block most every path. And should you maneuver your target too far or boot it in the wrong direction, it'll wind up stuck, for good, and you'll have to start over again. Visualizing your moves is the key to solving the more than 50 brain-crushing puzzles. Prepare yourself for some hair-tearing frustration, and be careful, this cart's addictive!

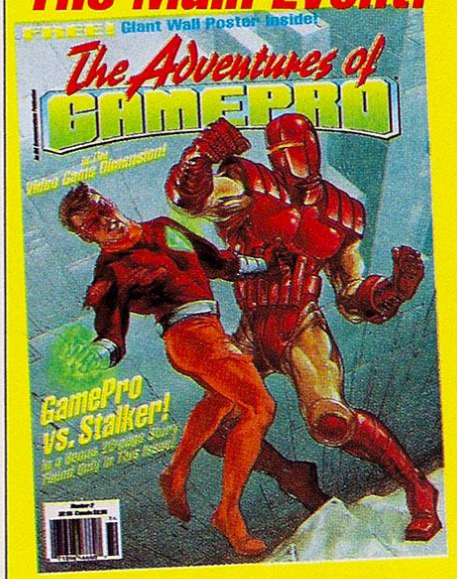
Game Boy

Monster Master (SOFEL)



Variety is the spice of Sofel's new Game Boy adventure cart, Monster Master. As you wind your way through more than 20, different underground mazes you'll get too close for comfort to vicious demons and other gory monsters. On the bright side, you may also stumble across a priceless buried treasure. The further you progress into your mission the more allies and materials you'll have on hand to help you. You'll need all the help and power you can collect, too, 'cause the deeper you venture the more dangerous it gets!

The Main Event!



The Adventures of GamePro–Vol. 2

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Rate Dragon Warrior II

1ST PRIZE
One winner will receive a statue of Gold Man.

3RD PRIZE
Four winners will receive the Gold and Silver Keys from Dragon Warrior II.

2ND PRIZE
Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.

4TH PRIZE
Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.

5TH PRIZE
Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.

Complete the Game and Send Us a "Report Card." Win Prizes and a Chance to be First to Play Dragon Warrior III.

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy** of **Dragon Warrior III** and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.

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It's rowdy, it's radical, and you can get it every week on the GamePro Hot Tips Hotline. Each week we'll feature a different tip or tactic for one of your favorite Nintendo games, guaranteed to help you beat your best...and beat your friends. So keep the Hot Tips Hotline number near your phone...because you never know when you'll need a quick Nintendo fix!

Using GamePro's Hot Tips Hotline Is Easy!

Just Dial 1-900-446-8477 to get our Central Headquarters Menu. When directed to do so:

Push "1" to hit the fast track to GamePro's Hot Tips Bulletin Board which features tips and strategies for Nintendo, Genesis, TurboGrafx-16, Sega Master System, and Game Boy games.

Push "2" for a one-way ticket to the Game Developer's Beat, which features more game tips and tactics, info on new game releases, special events, contests, and more!

Push "3" if you want to listen to our radical Nintendo Tip of the Week.

The Hot Tips Bulletin Board

If you choose **Option "1,"** the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

The Developer's Beat

If you choose **Option "2,"** the Developer's Beat, you'll be asked to key in the extension number of the developer of your choice. You can find their extension numbers on this same page.

The Nintendo Tip of the Week

If you choose **Option "3,"** it's easy–all you do is listen!

$1.75 for the first minute, 90¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

GamePro's Hot Tip Hotline Program Guide

The Hot Tips Bulletin Board

For The Nintendo Entertainment System—Final Fantasy!

Together with your courageous warrior companions you must begin a treacherous quest for the four good Orbs. Secret hints and strategies from the Hotline may be the only way to save the world from enslavement.

For The Sega Genesis—Ghouls 'N Ghosts!

Magic rules the world but no knight is more courageous than Sir Arthur, defender of the realm. Will he conquer the Angel of Death?

For The NEC TurboGrafx-16—Psychosis!

Your only chance for escape from this terrifying brain drain game is to board your own mind-powered jet, and battle your way out of this evil dimension. So be sure to call the Hotline for hints on this mind-blowing adventure!

For The Sega Master System—Ultima IV!

The fourth Ultima saga challenges you in an incredible quest to find the long-hidden Avatar, the powerful symbol of all virtues known to man. Be sure that your quest preparations include a call to the Hotline!

For The Game Boy—Duck Tales!

As Disney favorite Uncle Scrooge Duck, you're going for the big money in a worldwide treasure hunt. And with treasure hunting tips from the Hotline, this fowl adventure promises to be money in the bank!

The Developer's Beat

6639 Acclaim Entertainment
Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games!

1388 Activision
Call for information on how to get your $10 Savings Certificate–good towards purchase of our Nintendo games!

9320 ASMIK
Call now for secret codes, tips, and previews of brand new ASMIK games!

5684 BulletProof Software
Tips and tactics for **Pipe Dream,™** plus a sneak preview of **Hatris**, the newest brain teaser from the creator of **Tetris.**

5924 CAPCOM USA
Tips & Tricks for our latest hit game, **Little Nemo the Dream Master**!

2246 Data East
Dial Data East for a sneak peek at our dangerous new title **Werewolf**, plus get game tips for some of our most popular Nintendo titles ever!

4623 HAL America
Kabuki-Quantum Fighter...the challenge begins!

1255 Hi Tech Expressions
Tips, news, and reviews on great games like **Orb 3D**, **The Hunt for Red October**, **Muppet Adventure** and **Remote Control**!

9457 Hudson Soft
It's Christmas in February! Call today for your **FREE** gift.

3111 Jaleco
Do you have a chainsaw without gas? Stuck on **Maniac Mansion**? Call in weekly for helpful hints.

6852 KOEI
Call now for helpful hints on our exciting new game, **Genghis Khan**!

7752 Meldac of America
Sizzling hot tips, fantastic strategies, sneak previews of awesome new games and outrageous FREE GIFTS for **Mercenary Force™** and **Zombie Nation Players**! Call today!

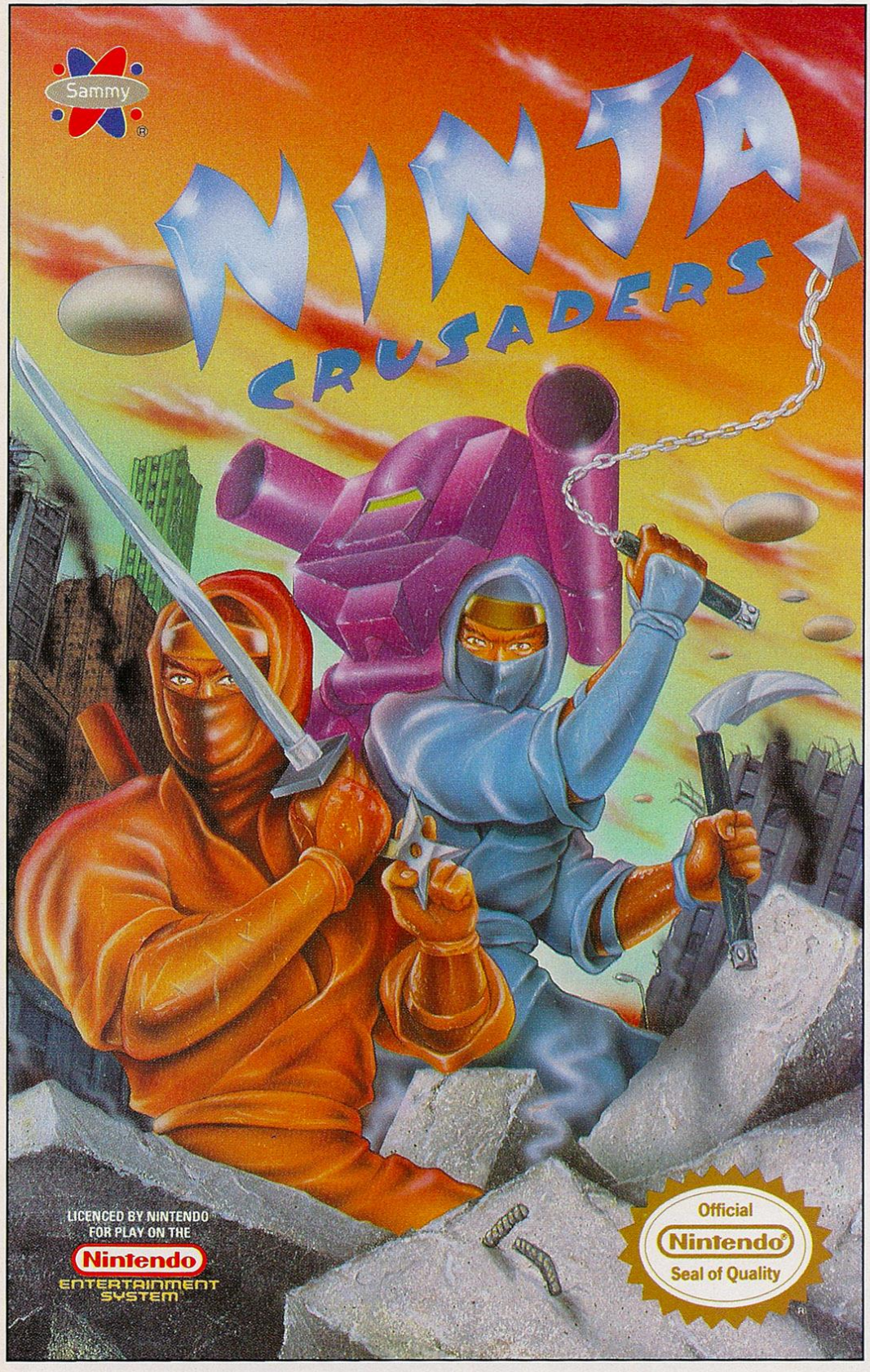
3345 NEC
Call now to hear about all the killer games for the TurboGrafx-16 system!

2779 SETA USA
Awesome tips on new and upcoming games! Free prizes for joining the **Q Billion** club!

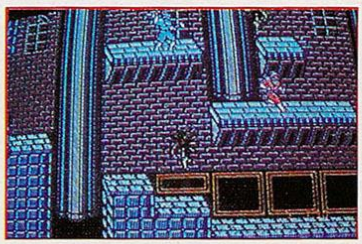
7443 TAITO Software
Stay tuned for high-level hints and winning strategies for **Puzznic, Dungeon Magic,** and **Chase HQ** for the Game Boy!

8421 Taxan
Get the hot newsletter, **VIDEO-DICTION**, plus sneak previews into **G.I. Joe,®** and **Magician.**

Because two Ninja are better than one!



The Earth fell quickly to the destructive invaders. In Japan, Ninja came out of the shadows to battle this mysterious enemy, but were eventually driven out. Two special Ninja of the Kawari Clan, possessing ancient knowledge, have returned to avenge the people and destroy this alien threat.



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Super Famicom U.S. Rollout Scheduled for September 1991

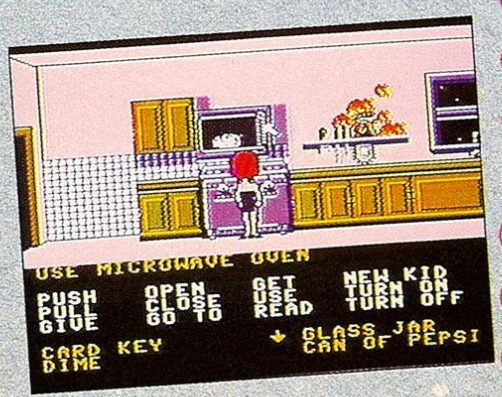
According to a Japanese newspaper dated November 9, 1990, Nintendo is gearing up to ship the Super Famicom 16-bit system to the U.S. in September 1991. The Super Famicom received very favorable response from American dealers during the August 1990 Famicom Show in Japan. Due to this interest, and particularly, the demand from Japanese retailers, NCL (Nintendo of Japan) will increase their monthly production capacity by 100,000 units every month starting in February 1991. Nintendo has already received orders for over 2 million units in Japan.

Nintendo Nixes Maniac Mansion's Microwaveable Hamster

Now you see it, now you don't! Those meticulous censors at Nintendo of America have made Jaleco USA pull the microwave-the-hamster trick from their hit NES title, Maniac Mansion.

However, Nintendo censors caught this trick a bit late, so the first 250,000 copies of Maniac Mansion contain the exploding hamster in all its gory glory.

If you're one of the lucky gamers who has a first edition of Maniac Mansion you can explode Weird Ed's hamster in the microwave oven by using Razor or Syd. They're the only two characters who don't feel this act is sick and depraved. Make sure you don't give the fried hamster bits back to Weird Ed – he won't be happy if you do!



Yum! Hamster Parmesan.

NEC Signs Deal with Psygnosis

British software developer par excellance, Psygnosis has inked a deal with NEC to bring their great games to the TurboGrafx-16. Ballistix and Shadow of the Beast will be produced for the TG-16. Ballistix is a one or two-player fast-paced pinball/soccer hybrid. Shadow of the Beast is an action/adventure cart featuring some of the most fantastic graphics and sound ever to appear on a computer. This title also will be produced for the TG-16 CD ROM drive.

Lucasfilm Games and JVC Form Nintendo Partnership

LucasArts Entertainment Company and JVC Musical Industries have announced a collaboration to develop and publish game cartridges for the Nintendo Entertainment System. Lucasfilm Games, a division of LucasArts Entertainment Company, will handle game design, development, and marketing for JVC, who will handle all sales and distribution. Lucafilm's first NES title is based on the Star Wars trilogy, and is scheduled for an early 1991 release.

Lynx on the Move

Expect to see Lynxs aboard several airlines this year thanks to Atari and Flight Video, Inc. The New York-based Flight Video, which also rents movies to flyers, plans to open outlets in 20 U.S. airports by the end of this year. The Lynx system and two games will rent for $9.99 a day (including six AA batteries). Travellers can rent the system, then return it at a Flight Video outlet located at their final destination. Those of you who hate in-flight music channels finally have an entertainment alternative.

Atari 16-Bit System in the Works

While Sega and NEC battle it out for the 16-bit game market and Nintendo gears up for their 16-bit rollout next September, Atari has been quietly working on their own entry in this category. Rumored to be called "The Panther" (you know, the big cat – a larger version of a Lynx), this system will probably make its first public appearance at January's Consumer Electronics Show.

Asmik Announces "Top Secret Klue Klub"

NES licensee, Asmik, has kreated, er, created the Top Secret Asmik Klue Klub. Send back the return card available in every Asmik title (both for the Game Boy and the NES) and you'll automatically be enrolled in the club. If you don't have a return card, proof of purchase (such as a box flap or a receipt) will do. Send in the card or P.O.P and you'll get a bunch of great stuff including:

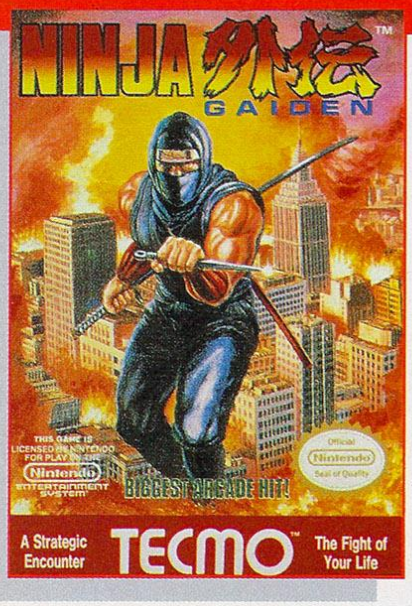
- An Intro Letter to the club
- A Boomer/Asmik Flying Disc
- A Membership Certificate
- A Secret Agent Code providing you special access to Asmik's Toll Free Game Counseling Line
- Info on upcoming titles and "klues" for current Asmik games

Send your return cards and P.O.P.s to: Asmik Corporation, Klue Klub Headquarters, 50 N. La Cienega Blvd., Suite 214, Beverly Hills, CA 90211.

Nintendo Clears American Video Entertainment of Infringement Claims

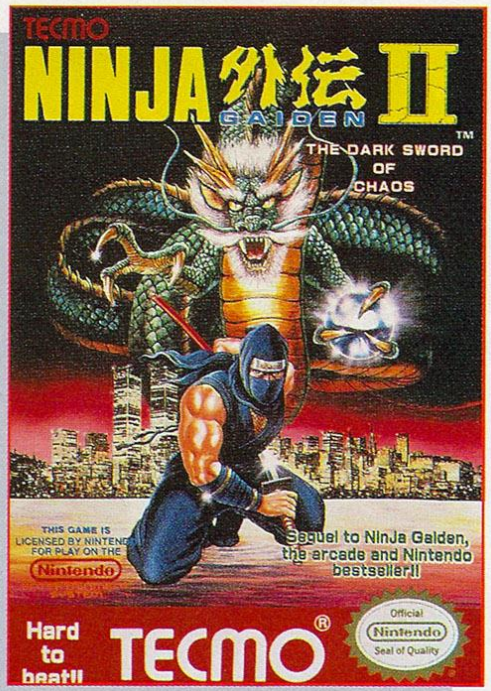
Independent game maker American Video Entertainment has received implied approval to make non-licensed Nintendo-compatible video games from Nintendo Co., Ltd. American Video was one of three game manufacturers Nintendo named in a lawsuit with Tengen as examples of companies who manufacture NES-compatible cartridges that do not infringe on Nintendo's security patent.

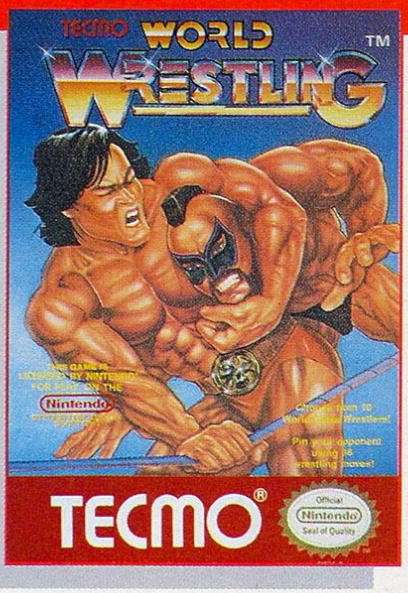
YOU'VE TRIED THE REST
NOW PLAY THE BEST!



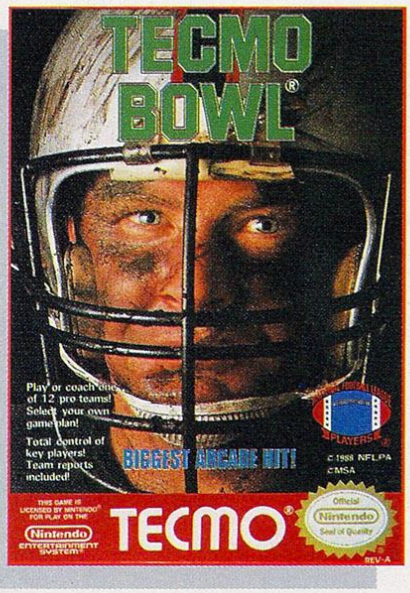
- Single player action
- Superior graphics & music
- 6 special weapons
- 4 "Power up" items
- 9 Cinema displays
- 20 Different stages
- Continue option

- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option

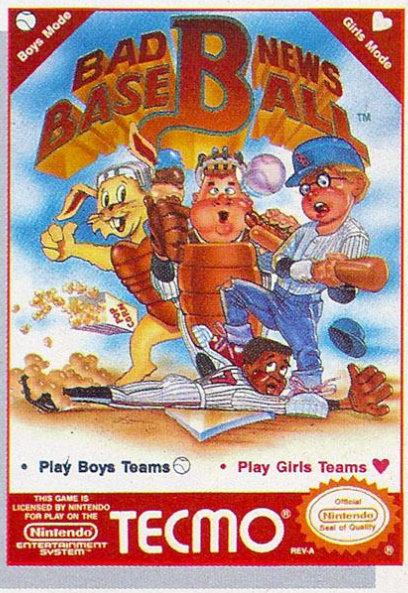




- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches

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Ninja Gaiden II • Shadowgate and Much More!
VHS

But just the same, retailers have been reluctant to carry American Video's games for fear of retaliation from Nintendo. According to Richard Frick, American Video's general manager, "...The cloud of potential lawsuits has been lifted, which is significant considering Nintendo's aggressive legal posturing in the past."

American Video released its first two games, F-15 City War and Puzzle, in August 1990. Pyramid, Tiles of Fate, Krazy Kreatures, and Double Strike are scheduled for release by Christmas 1990.

Activision Announces Titles for 1991

Activision has announced that they plan to show two to four NES titles from their 1991 NES lineup at January's CES. Sword Master is a side-scrolling, sword-fighting/magic-casting game with large, animated graphics and plenty of unique enemies. Also on hand, will be another installment of the Infocom Battletech series. Finally, Activision will unveil an air and ground battle simulation fashioned after the situation in the Middle East.

Ooops, We Goofed

Back in our December 1990 issue (with the cool Simpsons cover) on page 110, we listed Hudson Soft's Adventure Island II as a 1 Meg + MMC3 game. Any fool could figure out that a game as complex as Adventure Island II could never fit in a 1 meg cart. Actually it packs 2 Megs with an MMC3. So we admit it, there weren't any fools here to catch that error before it went to print. Sorry, Hudson!

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ADVENTURES OF LOLO II	8.00	24.95
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For best photo results, turn out the lights in the room, use a 35mm camera, flash, and stand at least 3 to 4 feet from the screen. You can also use a video recorder/camcorder and submit your score on video tape. (Photos and tapes cannot be returned.)

The following rules apply:

1) Players must play the game continuously–for example, finding a safe corner, setting your joystick on auto fire to rack up points, and going on vacation is a no-no. Scores achieved through these kinds of tricks, or scores which are impossible to achieve in normal play, will be disqualified.

2) Secret power-ups are allowed.

3) Slow motion is discouraged, but will be allowed on certain games when our panel of judges feels slo-mo is necessary.

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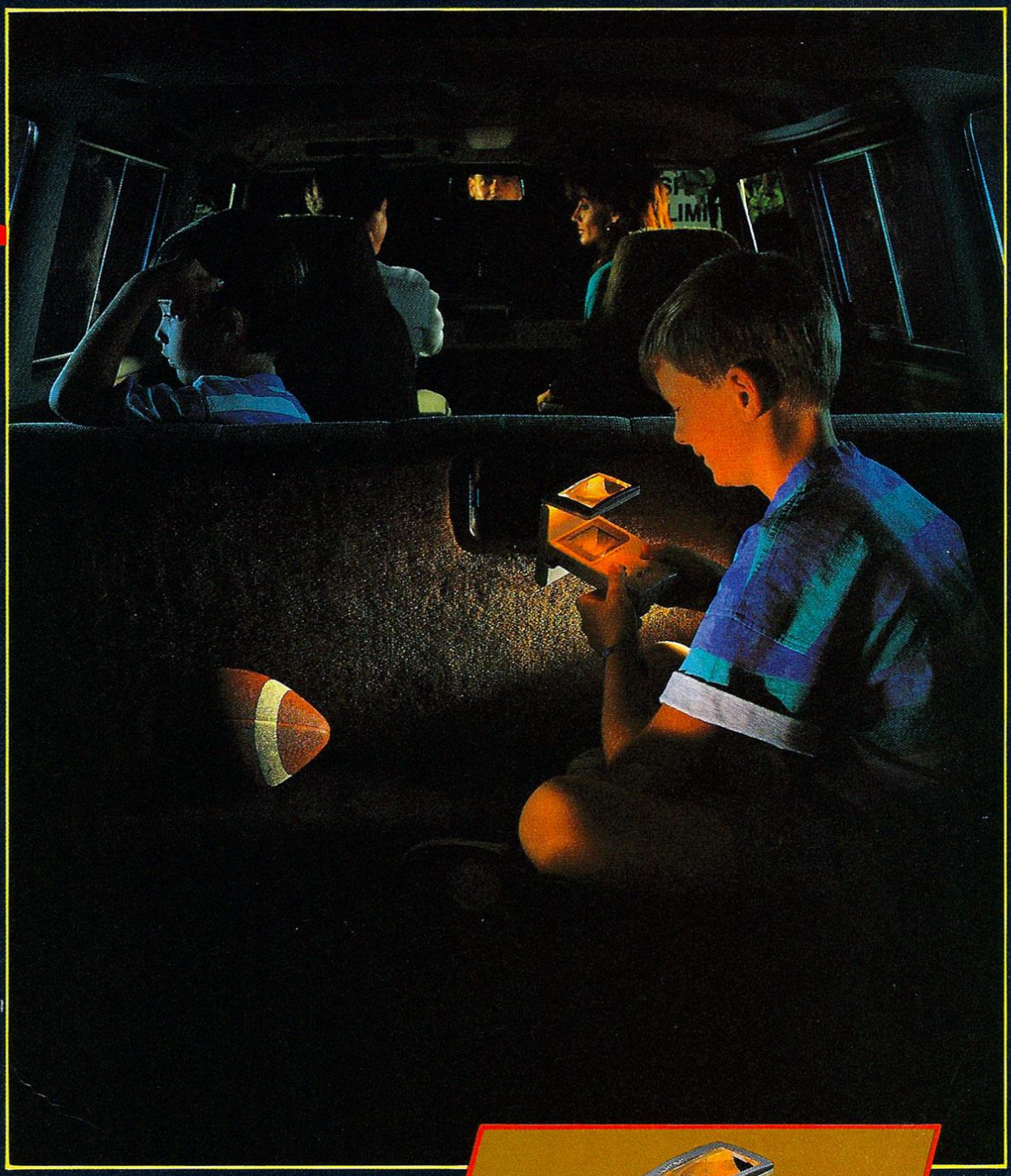
NINTENDO

Game	Player	Score
720 Degrees	Conrad D. Cheslock	365,400
1943	Donald E. Vasquez	2,621,400
A Boy and His Blob	Jason Turka	157,015
Adventure Island	Dave Wilson	112,210
Alien Syndrome	Jason Bleistein	204,500
Alpha Mission	Michael Suggs	425,000
Arkanoid	Craig Beggs	783,350
Astyanax	David Wright	6,229,100
Bad Dudes	Stephen Krogman	999,999
Balloon Fight	Tony Shivley	991,250
Batman	Chris Lomaka	Finished
	Zack Carter	Finished
Battle of Olympus	Alessandro Bulla	Finished
Black Bass	David Wright	25 lbs.
Bomber Man	Stephen Krogman	999,999,900
Breakthru	Corey Hoover	Finished
Bubble Bobble	Gerard Agbulos	2,071,390
Bugs Bunny	Michael Gaddis	132,500
Bump 'n Jump	John Ciepiela	92,920
California Games/ Half Pipe	Matt McGrath	24,445
Castlevania II: Simon's Quest	David Wright	Finished
Chiller	Alex Childress	1,307,100
Cobra Triangle	Anders Svaerd	999,999
Contra	Dan Kennedy	6,553,500
Cybernoid	Brian Davis	61,220
Dig Dug	Stephen Krogman	250,000
Dig Dug 2	Charlie Kimble	415,100
Donkey Kong	Stephen Krogman	185,000
Donkey Kong Jr.	Michael LeJuez	438,400
Donkey Kong 3	Buzz Morgan	744,000
Double Dragon	David Wright	490,310
Double Dragon II	David Wright	440,210
Double Dribble	Mike Drake	Bruce 113 /Com 22
Duck Hunt	Robbie Welz	999,900
Duck Tales	Jeff Stanton	13,130,000
Fantasy Zone	Matt White	Finished
Final Fantasy	Doug Weinstein	Finished
	E. Sargent & T. Fuhrman	Finished
	Billy Terrell	Finished
	J.P. Varelans	Finished
	Jamie McGuire	Finished
	Zack Carter	Finished
Fist of the Northstar	Jake McKee	1,581,400
Galaga	Michael Valenzuela	999,300
Gauntlet	Paul M. Davis	3,999
Godzilla	David Wright	9,646,700
Golf	Stephen Dent	18 under par
Gotcha	Steven Faust	999,300
Gradius	Scott Lindsey	3,652,000
Guardian Legend	J.J. Cano	9,999,990
Gunsmoke	Gregory Vanroechoudt	999,990
Gyromite	Steve Menton	727,240
Gyruss	Leza Smith	9,999,990
Hogan's Alley	Steven Faust	983,500
Ice Climber	Steven Faust	428,980
Indiana Jones	Kevin McLaren	9,999,999
Iron Tank	Ed Van-Tilburg	1,180,900
Jackal	Cory Lewis	999,670
John Elway's Quarterback	Nicholas Malandrakis	109-0
Joust	Tony Grouzis	124,880
Karate Champ	Adam Albert	999,900
Karate Kid	Peter Boadry	557,200
Kid Icarus	Mason Sheffield	9,999,999
Kid Niki	Sam Wu	557,700
Klax	Jason Newburger	1,259,400
Kung Fu Heroes	Michael Liebel	1,754,500
Kung Fu Master	Edouard Charbonneau	580,210
Legend of Kage	Marques Olivera	7,136,940
Legendary Wings	Max Szlagor	1,804,100
Life Force	Blair Vanstone	1,216,240
Mach Riders	Steve Menton	448,860
Marble Madness	James Chisholm	153,600
Mega Man	Steven Barnholtz	2,362,500
Mickey Mousecapade	John Whittington	9,999,990
Mighty BombJack	The Game Freak	13,008,920
Millipede	Stephen Krogman	663,339
Monster Party	Nicholas Rohrbaugh	209,800
Ninja Gaiden	John Whittington	999,900
Ninja Gaiden II	Chris Ballard	Finished
	Mike Ranger	Finished
	Rogeno Mahor	Finished
	Carlos Montenegro	Finished
	Chris Nygard	Finished
	Dan Smoke	Finished
	Steven Faust	Finished
Operation Wolf	Chris Spencer	1,172,800
Paperboy	Glenn Stockwell	191,300
Pinball	Melissa Finch	947,720
Pinball Quest	Jason Castik	2,724,990
Pinbot	Ed Cason	19,063,200
Popeye	Peter Boadry	50,880
P.O.W.	Mark Kellner	313,900
R.C. Pro Am	Andrew Weyrich	275,962
Rad Racer	Glenn Stockwell	61,296
Rampage	Stephen Krogman	42,999,963
Renegade	Peter Boadry	232,800
Rescue Rangers	Steven Vander Bie	Finished
Roadblasters	Shawn McTaggart	993,727
RoboCop	David Wright	100,950
Robo Warrior	Frank Maruca	2,724,000
Rock 'n Ball	R. Wayne Nitta	99,252,030
Rolling Thunder	Michael Liebel	33,070
Rush 'n Attack	John Orr	1,182,600
Rygar	David Wright	Finished
Section Z	John J. Whittington	440,580
Seicross	Adam Albert	9,999,900
Shadowgate	Ryan Olberding	Finished
Shinobi	Stephen Krogman	610,500
Shooting Range Party Game	Ray Venosdale	99,990
Skate or Die	Conrad Cheslock	44,500
Sky Kid	Todd A.Barber	367,500
Sky Shark	Bob Ostrovecky	874,700
Solomon's Key	Jeff Adkins	17,095,550
Spelunker	Jeff Adkins	9,999,820
Spy Hunter	Mike Gampp	236,705
Squoon	Glen Stockwell	12,012,210
Star Force	Jonathan Henry	6,443,900
Star Soldier	Keyy McKenzie	6,090,000
Stinger	John J. Whittington	3,318,800
Super C	David Wright	9,999,990
Super Mario Bros.	Josh Pederson	Finished
	Zack Carter	Finished
	Delf Meek	Finished
Super Mario Bros. 2	Kenny Pallazola	Finished
Super Mario Bros. 3	Willie Smith	Finished
	Kevin Ruby	Finished
	Ryan Olberding	Finished
	Willie Smith	Finished
	Patti Sommerville	Finished
	Scott Cook	Finished
	Delbert Bowers	Finished
	John & Jason Hawkins	Finished
	Steven Zelin	Finished
	Nicholas Blake	Finished
Super Pitfall	Glenn Stockwell	9,999,500
Super Sprint	John Ciepiela	133,100
Tecmo World Wrestling	Kevin Ruby	World Champion
Teenage Mutant Ninja Turtles	Chris Hoffman	2,184,100
Tetris	J. Schorah	428,840
Tiger Heli	Chris West	287,890
Toobin'	John Cicpiela	1,586,350
Top Gun	Wayne James	91,600
Town & Country Surf Design	Scott Cook	285,360
Track & Field	Kevin Keto	1,039,719
Trojan	Rex Cottingham	456,150
Twin Cobra	Ryan Culton	581,000
Vigilante	Matt White	Finished
Wings	Conrad D. Cheslock	1,016,000
Wizards and Warriors	J. Atkins	999,999
Wizards and Warriors II (IronSword)	Brian Davis	764,760
World Runner	Adam Kline	669,650
Wrecking Crew	Jason T.	999,900
Wrestlemania Challenge	Ryan Comas	World Champion
Xenophobe	Adriano Garcia	999,990
Zanac	Dave Hanych	36,783,810

A Little Light Goes A Long Way



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SEGA MASTER SYSTEM

Game	Player	Score
Action Fighter	David Rapport	1,163,550
After Burner	C. Long	18,362,060
Alex Kidd/Lost Stars	Derek Bolinger	201,500
Alex Kidd/Miracle World	Jacoby Lucien	274,400
Alien Syndrome	Gram Crowe	804,500
Altered Beast	Peter Maksym	472,000
Astro Warrior	Gerald E. Shepard Jr.	655,900
Aztec Adventure	DeAngelo Price	87,100
Black Belt	Jacoby Lucien	7,942,900
Bomber Raid	Bob "ski" Inskey	1,124,300
Calif. Games, BMX	Alex Bisono	60,400
Calif. Games, Foot Bag	Jonathon Mason	120,550
Calif. Games, Half Pipe	Phillipe Takla	33,480
Calif. Games, Surfing	Frank Machinb	8.0
Captain Silver	Jacoby Lucien	1,280,000
Choplifter	Wayne Frick	3,327,200
Cloud Master	Tony Grouzis	494,800
Dead Angle	Jacoby Lucien	243,300
Double Dragon	Michael J. Andrus	2,607,670
Enduro Racer	Brian Dear	5'58"18
Fantasy Zone	A.J.F.	9,999,999
Fantasy Zone II	Jacoby Lucien	8,973,500
GangsterTown	Andrew Frick	194,720
Ghost House	Chris Janik	304,400
Golvellius	Joel Gillespie	Finished
	Zack Carter	Finished
Global Defense	Peter Maksym	63,230
Hang On	Gus Zambrano	4,125,080
Kenseiden	Mike Jankuski	999,900
Kung Fu Kid	Sean Skierski	2,217,400
Maze Hunter 3-D	Jacoby Lucien	302,500
Miracle Warriors	Kevin Wright	Finished
	Manuel Alacantara	Finished
	Zack Carter	Finished
Missile Defense 3-D	Jacoby Lucien	555,800
My Hero	André St. Laurent	586,590
Out Run	Michael J. Andrus	48,442,140
Parlor Games	David Sonnenberg	score 200-83
Poseidon Wars	Michael J. Andrus	165,852
Power Strike	A.J.F.	4,476,980
Phantasy Star	Joel Gillespie	Finished
	David Keefus	Finished
	Eric Wecheta	Finished
	Matt Garcia	Finished
	Zack Carter	Finished
Pro Wrestling	Jacoby Lucien	704,000
Quartet	Jacoby Lucien	246,600
R-Type	Jordan Crane	1,153,000
Rambo	Ovidiu Marina	1,445,900
Rambo III	Jacoby Lucien	81,900
Rampage	Vijay Parthban	942,735
Rastan	Brian Gaudreault	2,081,990
Reggie Jackson Baseball	David Keefus	Won Championship
Rescue Mission	Andrew Frick	568,600
Safari Hunt	Kevin Huston	1,348,000
Shinobi	Albert Pernia	1,317,1250
Shooting Gallery	Jacoby Lucien	333,900
Space Harrier	David Travers	36,035,860
Space Harrier 3-D	DeAngelo Price	18,517,740
Spellcaster	Jeff & Brandt Bourns	Finished
	Ovidiu Marina	Finished
Super Tennis	Chad Lusk	6-0, 6-0 Level 5 win
Teddy Boy	Adam Segal	999,999
The Ninja	Jacoby Lucien	2,408,500
Thunderblade	Thillmany Alexandre	2,701,000
Time Soldiers	Robbie Siegmann	7,437,700
Transbot	Alex Kidd	66,666,660
Wanted	Jacoby Lucien	180,700
Wonder Boy III	Joel Gillespie	Finished
	Murray Abeles	Finished
	Zack Carter	Finished
Wonder Boy in Monster Land	Vanessa Mihara	1,363,800
Ys The Vanished Omens	Kevin Wright	Finished
	Zack Carter	Finished
Zaxon	Gus Zambrano	75,900
Zillion II	André St. Laurent	411,000

GENESIS

Game	Player	Score
After Burner II	Steve Verrastro	Finished
	Zack Carter	Finished
	Jonathon Zaremba	93,352,000
Air Diver		Finished
Alex Kidd The Enchanted Castle	Theodore Merrill	Finished
	Tom Cheng	Finished
	Zack Carter	10,455,400
Altered Beast	Jeff Behnke	37 under Par
Arnold Palmer Golf	E. Holowachuk	Finished
Budokan	Carl Rizzo	20,307,524
Columns	Jimmy Chiu	Won Championship
Cyberball	Craig Easter	Won Championship
	Steve Verrastro	Finished
Forgotten Worlds	Kevin Wright	Finished
	Jon Paleologos	Finished
	Shawn Wilson	11,900,000
Ghostbusters	Vanessa Mihara	Finished
Ghouls 'n Ghosts	Richard Himidian	Finished
	Billy Terrell	Finished
	Kenneth Uhnak	Finished
	Kevin Wright	Finished
	Shawn Wilson	Finished
	Zack Carter	Finished
Golden Axe	Jason Yonai	Finished
	Jeff Behnke	Finished
	Shawn & Stephen Wilson	Finished
	Todd Bustillo	Finished
	Zack Carter	Finished
	Shawn Wilson	Finished
Herzog Zwei	Zack Carter	Finished
	Matt Garland	1,811,154
Klax	Zack Carter	Finished
Last Battle	Matt Garland	298,650
Moonwalker	Jerry Wardrop	Finished
Mystic Defender	Zack Carter	Finished
	Jimbo Lathers	Finished
Phantasy Star II	Chris Nicholson	Finished
	Jacob Schwirtz	Finished
	Jimmy Chiu	Finished
	Kenneth Uhnak	Finished
	Ovidiu Marina	Finished
	Josh Lathers	Finished
	Manuel Alcantara	5,108,090
Rambo III	The Madd Thumpers	8,285,900
Revenge of Shinobi	Carl Rizzo	31,469,000
Space Harrier II	Jonathon Paleologos	75,386,620
Super Hang On	André St. Laurent	Finished
Super Hydlide	Christopher Lo	Finished
	Michael Campana	Finished
	Manuel Alcantara	Finished
	Zack Carter	World Champ
	Ryan Goldstein	World Champ
Super Monaco GP	Melissa Craighead	World Champ
	Zack Carter	11,789,400
	Brian Young	2,164,316
Super Thunder Blade	Jon Paleologos	4,319,490
Target Earth	Todd Bustillo	Won Championship
Thunder Force II	Zack Carter	
Tommy Lasorda Baseball		
	Zubair Nadem	2,255,330
Truxton		

TURBOGRAFX-16

Game	Player	Score
Alien Crush	Barry Bowman	999,999,900
Blazing Lasers	Michael DelDuca	13,432,130
Bonk's Adventure	Max Szlagor	999,999
Bloody Wolf	Ken Shulin	2,348,300
Cybercore	Terry & Ken Chu	9,999,900
Devil's Crush	William Bowen	999,999,990
Dungeon Explorer	Ken Shulin	Finished
	Dan Meagley	Finished
Fighting Street	Michael Campana	264,400
J.J. & Jeff	Christopher Camera	10,175,650
Legendary Axe	Sir Game Master	1,067,400
Military Madness	Ken Shulin	Finished
Monster Lair	Michael Campana	128,130
Nautopia	Ken Shulin	Finished
Side Arms	Conrad D. Cheslock	831,300
Ys Book 1 & 2	James Harlow	Finished

ATARI

Game	Player	Score
Air Sea Battle	Laurie Grant	76
Asteroids	J.D. Fielder	99,940
Centipede	John J. Whittington	44,768
Commando	Eric Denault	484,300
Crossburn	John J. Whittington	771,000
Dark Chambers	Eric Denault	890,560
Dig Dug	Eric Denault	178,080
Desert Falcon	John J. Whittington	588,034
Donkey Kong Jr.	John J. Whittington	106,700
Double Dragon	John J. Whittington	120,600
Enduro	Ryan Grant	33,865
Food Fight	John J. Whittington	15,000,000
Frogger	Mike Ostic	823
Galaga	Dean Bucholz	5,075,010
Impossible Mission	Eric Denault	3,000
Jinks	John J. Whittington	34,330
Joust	Eric Denault	415,750
Kung Fu Master	Eric Denault	164,820
Mario Bros.	John Whittington	186,630
Missile Command	Mike Ostic	99,410
PACMAN	A.J.F.	142,640
Pitfall	Stephen Krogman	84,526
Pole Position II	Eric Denault	74,750
Popeye	David Thompson	120,536
Rampage	Kevin Christie	304,500
Robotron	John J. Whittington	3,648,375
Sky Diver	Ryan Grant	87
Super Huey	John J. Whittington	207 kills
Touch Down	John J. Whittington	Score 85-0
Tower Toppler	John J. Whittington	152,940
Vangard	Tony Grouzis	41,400
Warlords	Ryan Grant	5 wins
Xenophobe	John J. Whittington	5,225,095
Xevious	Buzz Morgan	811,910

LYNX

Game	Player	Score
California Games–Footbag	Marc Hayashi	62,900

GAME BOY

Game	Player	Score
Final Fantasy	Norma McQuaid	Finished
Revenge of the Gator	Tim Radder	2,208,510
Super Mario Land	Paul Turner	999,999
Tetris	Brad Davenport	461,427

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!

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The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man™. Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!

There's Ghosts to gobble so get Pac'n.

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Next Issue:

GamePro checks out Cartoon and Comic games including:

For the NES:
Silver Surfer
The Punisher
Yo! Noid

For the Genesis:
Dick Tracy
Spiderman
Fantasia

For the TurboGrafx-16:
Tailspin

For the Game Boy:
Mickey Mouse

Plus
Cutting Edge takes a closer look at Nintendo's new 16-bit system from Japan, the Super FamiCom.

And don't miss...

For the NES:
Metal Mech, Kabuki Quantam Fighter, North and South, and Gauntlet II

For the Genesis:
Shadow Dancer and Sword of Sodan

For the Master System:
Moonwalker

For the TurboGrafx-16:
Bomberman and Tricky Kick

For the Game Boy:
Operation C, The Rescue of Princess Blobette, and Cyraid

And all the rest of your favorite GamePro stuff, including:

S.W.A.T.
Ask the Pros
Short ProShots

And more...

Thanks to all of you who wrote in to give your input on "The Adventures of GamePro." The Sweepstakes winners are as follows:

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2nd Grand Prize:	Gary Burns Rogersville,AL	**4th Runner-up:**	Wes Simons Aurora, CO
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2nd Runner-up:	William Jacobson Dexter, NM	**6th Runner-up:**	Justin McLaughlin Alton, IL

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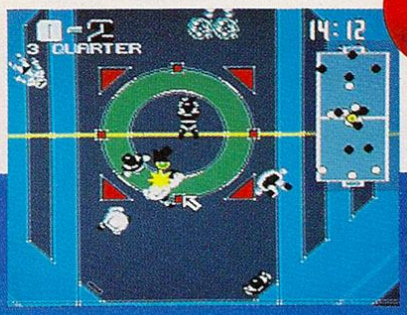

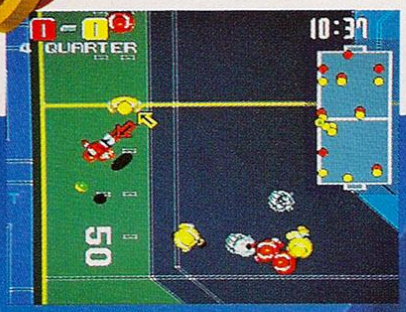

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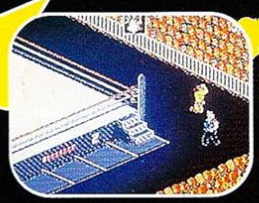
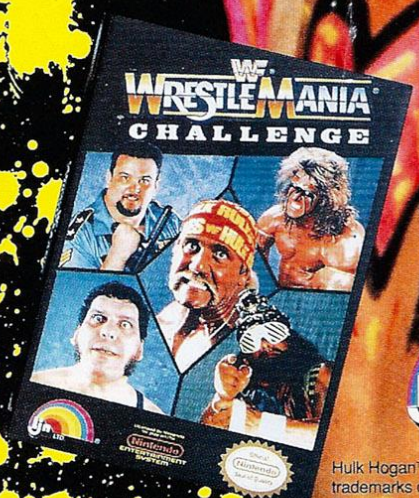


Unleash a Flying Atomic Drop — outside the ring.



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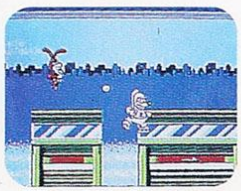
In Central Park, skateboard over bad guys and gain magic powers.



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